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COLLECTIBLES

Episode I: Coming soon... to a store near you 8
Can *Episode I* sink *Titanic?* *by Merry Dudley* 12
Cast and crew collectibles *by Gus Lopez* 14
(Originally appeared in *Toy Shop* #146, March 28, 1997.)
Caring for your collection *by Tomma Lou Maas* 27
(Originally appeared in *Toy Shop* #154, July 18, 1997.)
Fast food finds *by Gus Lopez* 44

ACTION FIGURES

Collecting prototype toys *by Gus Lopez* 18
(Originally appeared in *Toy Shop* #146, March 28, 1997.)
Alien action figures *by Chris Fawcett* 24
(Originally appeared in *Toy Shop* #146, March 28, 1997.)
Power of the Force: Forgotten treasures *by Chris Fawcett* 28
(Originally appeared in *Toy Shop* #146, March 28, 1997.)
Action figure displays *by Gus Lopez* 48
(Originally appeared in *Toy Shop* #146, March 28, 1997.)

COMIC BOOKS

The story never ends: Dark Horse Comics 34
(Portions appeared in *Comics Buyer's Guide* #1216, March 7, 1997, and #1309, Dec. 18, 1998.)
Star Wars by Marvel: Looking back *by John Jackson Miller* 38
(Originally appeared in *Comics Buyer's Guide* #1216, March 7, 1997.)

TRADING CARDS

Star Wars in trading cards: A history *by Don Butler* 103

COLLECTOR FLASHBACKS

Harrison Ford interview *by Shel Dorf* 110
(Originally appeared in *Comics Buyer's Guide* #185, June 3, 1977.)
The day fandom discovered *Star Wars* *by Maggie Thompson* ...114

Checklist and price guide

MORE THAN 2,500 ITEMS LISTED!

INTRODUCTION 51
ACTION FIGURES 52
Action Figure Cases 61
Banks 61
Beanbag Toys 61
Books (non-comics) 61
Cereal Boxes, Premiums 64
Coins 65
COMIC BOOKS 66
Costumes 76
Electronics 76
Fast Food Premiums 77
GAMES 77
Model Rocket Kits 78
Paint Sets 78
Posters 78
Puzzles 79
RECORDS 80
Puzzles 81
Toy Creatures 82
Toy Playsets 82
Toy Vehicles 83
Toy Weapons 84
TRADING CARDS 85
Watches 102
And many more categories!

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WELCOME!

ToyShop presents...

The Toy Collector's Marketplace

Editorial by John Jackson Miller

Nostalgia is an important and powerful force. When people ask how our company, Krause Publications, could build a business spanning five decades on books and magazines devoted to collectibles, I often say we're in the "memory business." You don't just get the item, you get whatever you were doing, wearing, thinking, or feeling when you saw the item originally. There's nothing like a forgotten knick-knack from the past to fire up neurons you haven't accessed in years. Even people who hated disco when it was out will linger today on commercials for those records — just to get a flash of where they once were.

Star Wars performs the same function, although without giving any of us the creeps. For me — and a lot of other members of Generations X and Y — *Star Wars* films and the collectibles they inspired tune us directly into events and people and places long left behind. For me, I see the day Steven Scesa brought his Sears exclusive blue Snaggletooth to school — and how strange and wondrous a thing it was to the sixth-grade collector elite. I see how much my career as Managing Editor today of Krause's *Comics Buyer's Guide* owes to Marvel's *Star Wars* adaptation, which I read before seeing the movie and which helped me bridge the gap between occasional buyer and lifelong comics fan. I see the first Academy Acards show I actually watched wire-to-wire, and hear my carping at the unforgivable Oscar snub. (*Annie Hall?* C'mon! *I've* got Marshall MacLuhan right over here, and he says to let the Wookiee win!)

I see my sister's kids, born after *Jedi* came out, developing the same connections — and know that my first, due this year, will have the same ones.

So it was no challenge to agree to edit this issue of *Toy Shop Presents* focusing on *Star Wars* collectibles. You see, I was there, I was a part of it — and I have as much a stake in what'll appear on theater screens this summer as any stockholder, as any actor. The same interest had by everyone reading this magazine, to be sure. Mark this sign, "Memories Under Construction."

What's inside. With more than 30 magazines in various collecting fields, Krause often produces issues focusing on topics of collector interest — most recently, *Sports Collector's Digest* produced a separate issue devoted to Michael Jordan collectibles; one for wrestling items is next up. In the case of this issue of *Toy Shop Presents*, we've called on the talents of everyone in our Toys/Comics division and then some, adding trading-card input from *Sports Collector's Digest* and record-collecting info from *Goldmine*.

Some of the most frequently requested articles on *Star Wars* collecting from *Toy Shop* and *Comics Buyer's Guide* have been revised and updated here. We've also provided basic information on collecting care and grading for the various areas, as well as some material for more sophisticated collectors.

There's also news material on items coming out in support of the new movie, although, to be honest, the bulk of this issue is targeted to educate collectors about the wealth of material already available. There's even a bit of speculation on how the film will do. Myself, I'm going with the response I got from friend and *X-Wing Rogue Squadron* author Michael Stackpole, who, familiar with the producer's efforts, declared that a disappointing film was "mathematically

Here's your chance to win an instant *Star Wars* collection!

With the first NEW *Star Wars* movie — and the bevy of merchandise it's spawning — in 16 years, *Star Wars* collectors will be gladly opening up their wallets big-time in 1999. But one lucky collector will get a head start by receiving a free *Star Wars* collectibles bonanza, courtesy of *Toy Shop* and *Toy Shop Presents*. The giveaway, estimated at more than $300, will include:

• Kenner 12-inch talking Emperor Palpatine and Royal Guard set; Kenner 12-inch Luke Skywalker vs. Wampa set; Kenner 12-inch Han Solo in Carbonite; Kenner STAP and Battle Droid; Five Kenner 3-3/4-inch Power of the Force action figures with *Episode I* flashback photos.

• Many *Star Wars* comic books and books, including *Star Wars Scrapbook, The Essential Collection* by Stephen Sansweet, Chronicle Books; *Star Wars Incredible Cross-Sections, The Ultimate Guide to Star Vehicles and Spacecraft* and *Star Wars: The Visual Dictionary, The Ultimate Guide to Star Wars Characters and Creatures*, both by David West Reynolds, DK Publishing; and the pocket-sized *Star Wars Who's Who* by Ryder Windham, *Star Wars Collectibles* by Sansweet and *Star Wars TIE Fighter: A Pocket Manual* and *Star Wars X-Wing: A Pocket Manual*, both by West Reynolds, all by Running Press.

• Additional *Episode I* toys from licensees such as Applause and AMT/Ertl. No other information will be available until the wide-scale release of *Episode I* product in May.

To enter, send a postcard with your name and address, to *Toy Shop Presents Star Wars* Contest, 700 E. State St., Iola, WI 54990-0001. Only one entry per household, please.

All entries must be postmarked by May 20, 1999. Winner will be selected by random drawing by the publisher of *Toy Shop*. All prizes will be awarded, and winner will receive prize by mail. The winner's name will be announced in a future issue of *Toy Shop* magazine; alternately, the name of the winner can be obtained by sending a self-addressed stamped envelope to *Toy Shop Presents Star Wars* Contest, 700 E. State St., Iola, WI 54990-0001.

No purchase is necessary, and you don't have to be a subscriber to *Toy Shop* to enter. Entries will become the sole property of *Toy Shop* magazine, which retains the rights to publicize names of winners. Employees and relatives of Krause Publications, publishers of *Toy Shop* and *Toy Shop Presents*, are prohibited from entering. *Toy Shop* and *Toy Shop Presents* magazines are not responsible for lost or misdirected mail. Void where prohibited, restricted or taxed. Odds of winning depend on the number of entries received.

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Right: Sixteen years down, days to go! Cartoon by John Drury!

impossible." That's a vote of confidence, if there ever was one.

Finally, there's memorable material from writers for *Comics Buyer's Guide*, which first alerted its readers to *Star Wars* in the summer of 1975. Maggie Thompson recalls her introduction to people behind the movie at 1976's San Diego Comic-Con on page 114. And don't miss *CBG*'s interview with Harrison Ford, conducted before the first film opened, reprinted on page 110.

Checklist and price guide. When I was asked to edit this issue of *Toy Shop Presents*, I have to admit I had a certain amount of trepidation regarding the inevitable price guide. After all, I come from the comic-book field, where speculation by collectors who never actually *opened* their purchases has led to more than one market collapse.

The logic for providing one is unassailable, however. Since there can never be one "official" price guide to anything, many publishers are offering guides to *Star Wars* collectibles prices. But, since Krause maintains up-to-date pricing on items in dozens of fields — most of which include *Star Wars* items — we're a natural to provide an alternative guide covering a wide range of items. Some may know toys, for example, but they won't have anybody experienced with, say, records, comic books, games, or trading cards. We've got 'em all.

However, I insisted on adding something we use in our own comic-book price guide: A checklist, providing collectors not just prices, but a reference to what is and isn't in their collection. It's not designed to be a permanent aid (there's stuff coming out all the time, and while we have more than 2,500 items, our list is not complete), but it should help you avoid buying that duplicate item at, say, a summer collectors' show.

Prices aside, only collect those items you enjoy reading, looking at, or playing with. Information on secondary market conditions is important, but you shouldn't let that get in the way of the reasons you're collecting in the first place. ❖

Thanks to fellow Krause-ites ***Gordon Ullom*** *and* ***Dan Meurett****, who allowed us to dig through their stuff.*

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COMING SOON... to a store near you

STAR WARS: THE PHANTOM MENACE means fresh collectibles are on the way to fans

*Lego plans an **X-Wing Fighter** among its first-ever **Star Wars** releases.*

We all know it's a foregone conclusion that *Episode I – The Phantom Menace* will be a megahit at the box office. The only question seems to be *how* big.

Toy Shop associate editor Merry Dudley calls *Episode I* the theatrical equivalent to the Beanie Babies phenomenon of the toy world. *(For more speculation, see Dudley's article on page 12.)*

Remember, *Star Wars* is the franchise that began the merchandising craze that now accompanies any self-respecting action film.

Will the toys, comic books, novels, trading-card games, and more also sink the competition? That's likely as well.

"Lucas has done a fantastic job of keeping the franchise in the public consciousness," Rob Felton, associate editor of *License* magazine, told *Entertainment Weekly*. "Now he's got a whole new product — and he *will* capitalize."

*Early **Phantom Menace** Kenner releases have included **STAP and Battle Droid** (left) and **Mace Windu**.*

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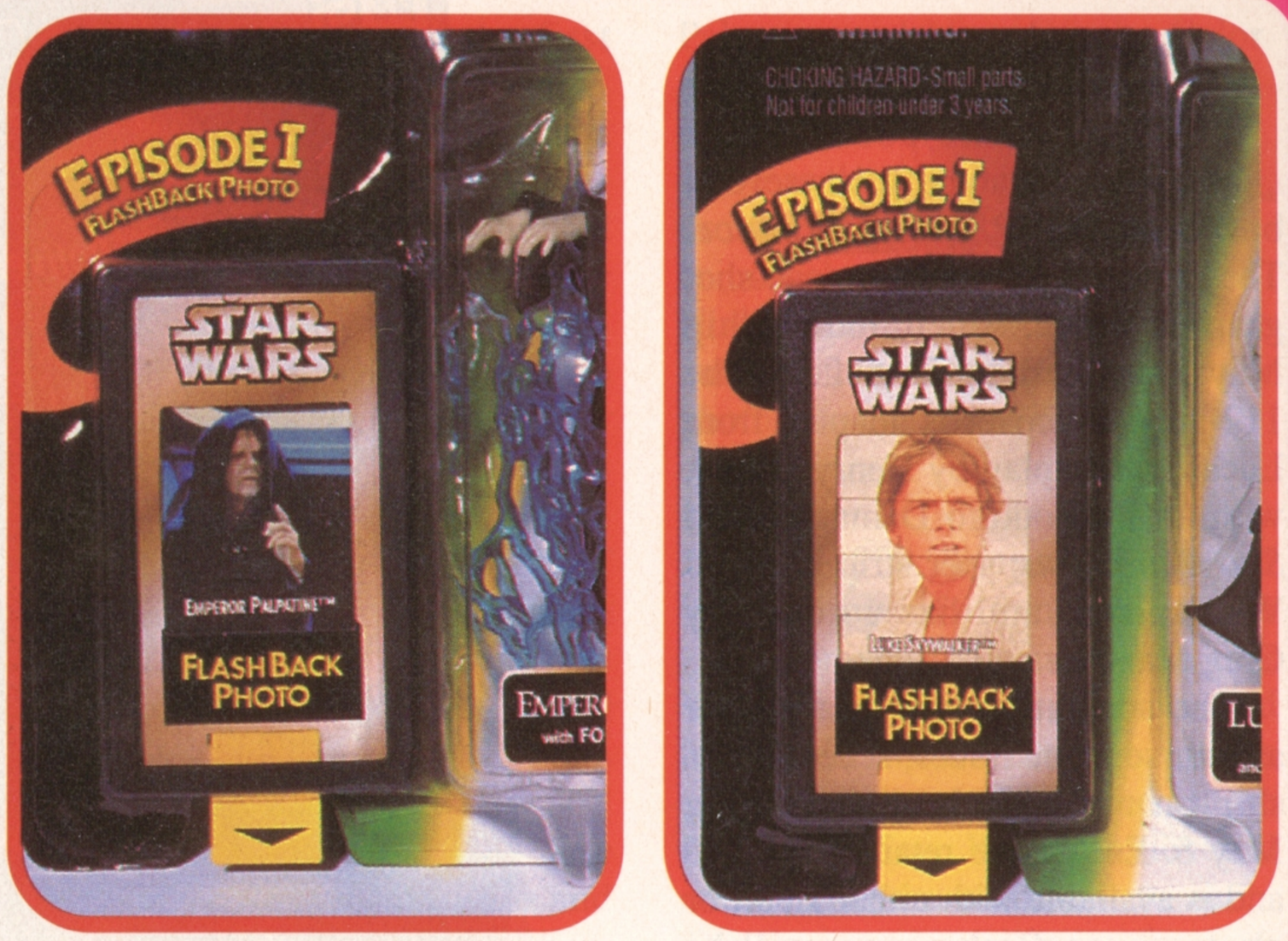
Toys

The toy world has been anticipating *Episode I* products as much as moviegoers have been looking forward to the film. Why? Even taking into account the busy holiday shopping season, the NPD Group, a New York-based marketing consulting organization, predicted just a two-percent retail increase in 1998.

But *Episode I* toys — at least for those fortunate enough to hold a license from Lucasfilm — are expected to revitalize stagnant sales. Consider that *Star Wars* toys, games, books, and other products have resulted in $4 billion in sales since the first movie reached theaters in 1977. In fact, analysts told *USA Today* that spinoff sales could exceed $1 billion this year alone. It's unlikely even the movie will rake in that kind of cash.

The majority of *Episode I* toys and other products are expected to ship May 3 — and the lines could end up being as long as theater lines.

Some *Episode I* toys have already been issued — and they're being gobbled up as quickly as food at Jabba the Hutt's table.



*Already-available Kenner releases with **Phantom Menace** ties include **Power of the Force** figures with flashback cards.*

Hasbro is the main toymaker, and its mail-away Mace Windu figure has been selling for $20-$30 on the secondary market. It retailed for $2.99 plus UPCs and a receipt.

Other early *Episode I* products include Hasbro's STAP (a small, one-pilot repulsorlift vehicle that comes with an exclusive battle droid figure) that retails for $14.99, and Galoob's Giant Speeder and Theed Palace Sneak Preview play set. The set ($18.99-$21.99 retail) features Captain Panaka and two battle droids as they battle for possession of the queen's palace.

Darth Vader, Princess Leia, R2-D2, Luke Skywalker, Emperor Palpatine and an AT-AT Driver are among Hasbro's Power of the Force figures that come with *Episode I* flashback cards of a younger version of either the same or a similar character.

Hasbro's carded Aunt Beru and Treadwell set ($6.99 retail) is also available at major toy outlets.

*Finally, respect. Luke's **Aunt Beru**, long neglected by toy makers, is part of the last wave of figures to arrive before **The Phantom Menace**'s release (seen here, along with **Treadwell**). Can Uncle Owen be far behind?*

While Hasbro and Galoob are the main *Episode I* licensees, they're hardly the only ones. First-time *Star Wars* licensee **Lego** will release *Episode I* construction-type toys that will give young and old alike a chance to build their own X-Wing Fighter and R2-D2. Other sets are also reportedly on the way.

Applause PVC figures ($3 range retail) will include Anakin Skywalker, Darth Maul, Jar Jar Binks and Watto. Higher-end dolls ($50), which will come with lightsabers, will include Darth Maul, Obi-Wan Kenobi, Qui Gon Jinn and a Battle Droid Ground Commander.

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Comic books

As the licensee for the *Star Wars* comic books, **Dark Horse**, naturally, has several based on *The Phantom Menace*. The movie is adapted in a one-shot graphic novel, scheduled to ship May 5 and retailing for $12.95. The 112-page softcover is adapted from Lucas' screenplay by Henry Gilroy, with art by Rodolfo Damaggio and *Star Wars* newspaper strip artist Al Williamson, and has a cover by Greg Manchess.

The adaptation is also available as four separate issues, scheduled to ship on a weekly basis beginning May 5. Each issue retails for $2.95 and is available with either an art or photo cover. Both covers will be available in comics shops, while the photo covers will be featured on the newsstand editions. The first issue's photo cover features Obi-Wan Kenobi and his mentor, while #2 features young Anakin Skywalker, and #3 and #4 feature other characters from the film.

Young Anakin is the focus of the first of a series of four one-shots, scheduled to begin shipping on a weekly basis the week of the film's opening. *Star Wars: Episode 1 The Phantom Menace – Anakin Skywalker* is written by Tim Truman with art by Steve Crespo and George Freeman and tells the tale of the boy's life on Tatooine. Two covers are available: an art cover for the direct market drawn by Tim Bradstreet and a photo cover with young Anakin. The price is $2.95 each.

Obi-Wan is the featured character in the second one-shot, scheduled to ship May 26. Written by Gilroy, with art by Martin Egeland and Howard Shum, the one-shot focuses on Kenobi's instruction at the hands of his Jedi Master, a lesson that is being taught in the midst of an intergalactic war. As with the *Anakin* one-shot, this issue also features two covers with the art cover by Bradstreet and a photo cover featuring Kenobi. Again, the price is $2.95 each.

*There's enough **Phantom Menace** merchandise coming in May to fill a catalog. That's exactly what **Diamond Comics Distributors**, the major source of supply for North American comic-book stores, did with its monthly **Previews** consumer catalog.*

Qui-Gon Jinn ships June 2, written by Jim Woodring, pencilled by Robert Teranishi, and inked and colored by Chris Chuckry. *Young Queen* ships June 9, written by Mark Schultz, pencilled by Galen Showman, and inked by P. Craig Russell. Bradstreet will provide the art cover for both issues, and all will be priced at $2.95 each.

In addition to *Phantom Menace* tie-ins, Dark Horse continues its other *Star Wars* comics in May, beginning with a trade paperback collecting a story arc from *Star Wars: X-Wing Rogue Squadron. In the Empire's Service*, written by Michael Stackpole with art by John Nadeau and Jordi Ensign, has a cover by Bradstreet and Grant Goleash and will sell for $12.95. Scheduled to ship May 5, the trade paperback focuses on Wedge Antilles and his crew as they face the Empire's 181st Fighter Division, led by Baron Fel, who trained Wedge and several of his pilots.

The sixth issue of the ongoing *Star Wars* series is scheduled to ship May 19. Written by Jan Strnad, with art by Anthony Winn, John Nadeau, Robert Jones, and Jordi Ensign, the story sets the stage for *The Phantom Menace* with Ki discovering that Jabba the Hutt is stockpiling munitions for a warfleet poised to invade Tatooine. The 32-page issue will be $2.50 and have a cover by Ken Kelly.

The final issue of the four-issue mini-series *Star Wars: Vader's Quest* is scheduled to ship May 26 and chronicles the first face-to-face meeting between Darth Vader and

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Luke Skywalker. Vader has tracked the Rebel pilot who destroyed The Death Star to the planet Jazbina, where Luke is hiding among a populace who may reveal his location with the threat of a Star Destroyer hanging overhead. Dave Gibbons and Angus McKie provide the cover for the $2.95 issue.

The comics adaptation of Timothy Zahn's *Star Wars: The Last Command* is collected in a trade paperback scheduled to ship June 2. Adapted by Mike Baron, with art by Edvin Biukovic and Eric Shanower, the book adapts the third novel in the Thrawn Trilogy in which an army of genetically engineered troops are created on Thrawn, while the evil Jedi Master C'baoth makes plans to kidnap Leia's twins and raise them as his own, training them in the dark side of The Force. The 144-page book has a cover by Mathieu Lauffray and will cost $17.95.

AnotherUniverse.com is offering a special edition of the first three issues of Dark Horse's ongoing *Star Wars* series in May. Each has a metallic chrome cover and retails for $15. *Star Wars* #1 is limited to 10,000 copies, while *Star Wars* #2 and #3 are limited to 5,000 copies each. The three issues are also available as a set for $39.95.

Books

Besides the novelization of the movie and the books on the making of the film, fans can learn "Who's Who" and "What's What" with two books from **Running Press**.

Star Wars: Episode 1 – The Phantom Menace Who's Who and *Star Wars: Episode 1 – The Phantom Menace What's What* are two pocket-sized reference books, each retailing for $5.95.

Who's Who has profiles on more than 50 characters, ranging from stalwarts Obi-Wan and R2-D2 to new characters including Senator Palpatine and Mace Windu. Color photographs accompany each entry.

More than 50 vehicles, creatures, droids, weapons, locations, and other non-character information is included in *What's What* — with each entry again accompanied by a color photo.

Trading cards

For 1999, **Topps** has returned to one of its most lucrative non-sports licenses with Star Wars Chrome Archives, released March 10. The 90-card set reprints cards from the sets produced for the first three *Star Wars* movies and adds a chrome treatment to each. The suggested retail price for each five-card pack is $3. Topps Vice President – Publishing and New Product Development Ira Friedman said, "This is no ordinary reprint. Some of these classic photos were shot as long as 21 years ago, but as a result of today's technologies,

Tally Ho Studios "First with the Best". We have all of the Star Wars episode one collector's items including a fantastic selection from Don Post Studios. Call us for complete information.
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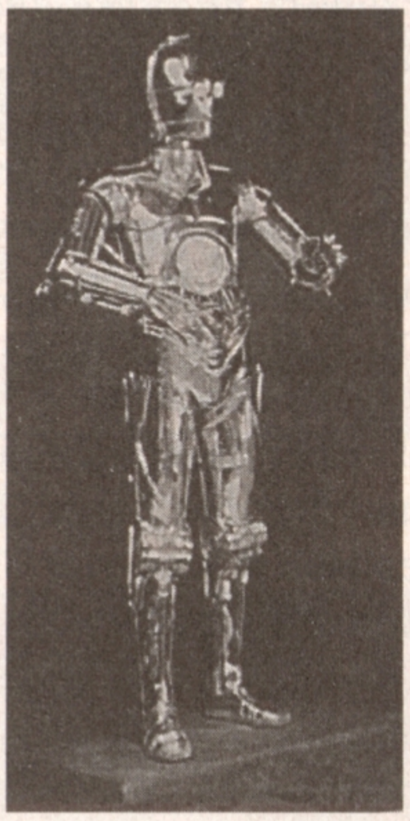
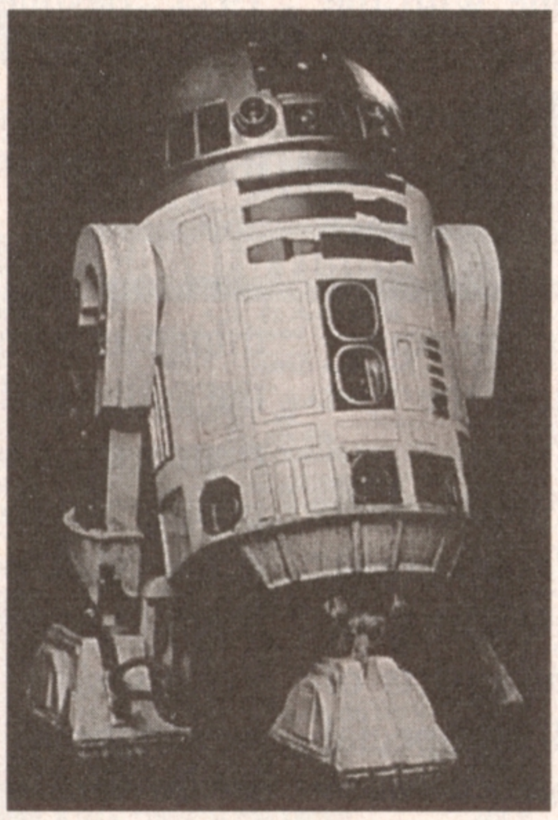
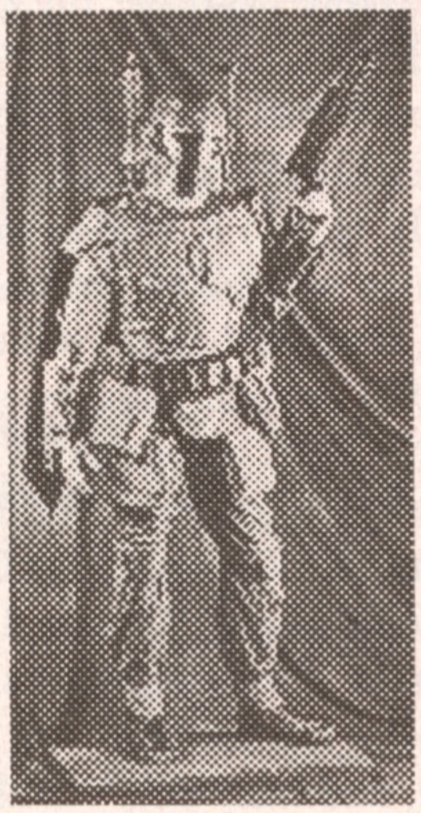

Tally Ho Studios is proud to present the full-body C-3PO, R2-D2 and Boba Fett replicas cast from the original props from the Lucasfilm Archives by Don Post Studios. Standing almost 6 feet tall the limited editions (350) C-3PO is cast in fiberglass and electroplated in brass, copper and chrome. Don Post has re-created the over three-foot tall R2-D2 down to the last detail.
The stunning full-size replica of Boba Fett features all the components of Boba Fett's battle armor. All replicas are limited editions complete with certificates of authenticity. All are crafted to the exacting details of the originals including light sources. Save more than $2,000 each. Call us for complete information and special discount prices.

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they are sharper and more vibrant than ever before.

"Chrome Archives is just the appetizer. We're really excited about everything the *Star Wars* franchise will provide for entertainment cards this summer and well into the future."

Topps has already scheduled two versions of a card set based on *The Phantom Menace*. The Deluxe Widevision series is a 120-card set that will only be available through hobby shops and features four 10-card foil-stamped subsets in addition to the 80 regular cards that will be available in the mass-market version. In addition, a chase set of Widevision chromium cards will be inserted approximately one card in every 12 packs (approximately three packs per box).

Trading-card games

One of the most popular trading-card games is **Decipher**'s *Star Wars: The Customizable Card Game,* originally released in December 1995. Trading-card games allow each individual player to build his or her own personal playing deck from the available game cards. Having selected the cards that suit their own personal playing strategies, players compete against each other's decks. In the *Star Wars* card game, players first choose to play either a Rebellion or an Empire deck, then customize their decks from the appropriate pool of cards.

Decipher announced Feb. 9 that it had acquired the exclusive, worldwide license from Lucasfilm for trading-card game rights to *Star Wars: Episode I: The Phantom Menace,* as well as extending its original *Star Wars* license.

Decipher's first release for the new movie is *Young Jedi,* a trading-card game aimed at 9-13-year-old players. Using a basic level of strategy, the game can be played in 5 to 10 minutes by two to four players.

Scheduled for May release, *Young Jedi* will include the main characters, starships, locations, and themes from *The Phantom Menace*. The *Young Jedi* game will include approximately 130 different cards, available in starter decks and booster packs. Decipher plans to expand the number of available cards for *Young Jedi* to about 400 with two additional expansion sets later in the year. Decipher Vice President of Marketing Carol Wisely said that

Can *Episode I* sink *Titanic?*

by *Merry Dudley, Toy Shop* Associate Editor

Will *Episode I* top *Titanic* as the biggest box-office sucess ever?

Why not ask me something more difficult, like what's the difference in value between the Han Solo action figure with the big head and the one with the revised head?

I predict that *Episode I – The Phantom Menace* will gross $100 million in its first few weeks of release, and the only reason it will even take that long is because the movie will not be issued in general release. In other words, smaller theaters with substandard sound equipment will probably not be showing the flick, the first new *Star Wars* movie in 16 years.

This will affect how fast the movie rakes in the cash, but John, an 18-year-old fan from Texas, isn't concerned.

"I don't blame [George Lucas] for not wanting the movies in low-end theaters. One of the best parts of *Star Wars* has always been the music and the special effects, and I for one wouldn't want to watch them in inadequate theaters."

Chelsea, a 16-year-old fan, relayed her thoughts on the upcoming film.

"I think that the fans are going to be so thrilled to have new material to pore over that they will stand in line as long as necessary to see it. The thing I'd be concerned about is that everyone is expecting it to be so incredible, and if it's not mind-blowing, then there will be a major let-down."

And will it be mind-blowing? According to skeptics, Jake Lloyd, the 8-year-old actor who plays a young Anakin Skywalker, is not good. I don't buy it. Ever catch him on *The Pretender*? In addition, bear in mind that Lucas cast the first movie with many relative unknowns. Not many people even knew who Harrison Ford was in 1977, despite his appearance in *American Graffiti*. *(Really! See our 1977 interview on page 110!)*

Still, criticism is inevitable when a movie gets this much hype. As Chelsea put it, "Once the hoopla around how amazing the film is dies down, people start to pick apart the minor flaws or criticize the good things as being flaws. In *Titanic*, the romance allowed the audience to get close to the characters — you experience their tragedy. but once the hoopla died down, people started saying how terrible Leo's [DiCaprio] acting was, or how unrealistic it was, etc. That didn't seem to bother anyone when it first came out."

Episode I probably won't live up to everyone's expectations. How could it? Fans have had more than a decade to conjure images of what Lucas's new movie would look like — both in terms of the plot and special effects. On the other hand, few people ever thought much about an ill-fated romance on the *HMS Titanic*.

Actually, whatever one's opinion, it probably won't matter very much. You'll probably see it because it will be *the* movie to see in 1999, much like *Titanic* was *the* movie of 1998. ❖

Watch for ***Merry Dudley*** *in an* Episode I l*ine near you. She'll be the one wearing the Danish hairdo in honor of Princess Leia.*

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other card games based on *Star Wars: Episode I* are also in the works.

Decipher has also scheduled at least two new releases this year for its original *Star Wars* trading-card game, both drawing from *Return of the Jedi*. The *Endor* expansion is scheduled for spring release and will be sold in nine-card booster packs. New cards in this expansion include Ewoks and the speeder-bike mounted scout troopers. According to Decipher, although the *Endor* cards are compatible with previous *Star Wars* releases, they can also be used for stand-alone games — despite the lack of starter decks. *Endor* will be followed later in the year by another expansion, *Death Star.*

Decipher Chairman and CEO Warren Holland said that future *Star Wars* expansions may draw, in part, on sources beyond the movies, including *Shadows of the Empire* and other novels, computer games, and other licensed material. However, the majority of new cards will still be drawn from the movies, Holland added.

Video games

Nintendo of America, Inc., beat out rival Sony for the initial rights to video games based on *Episode I*. The games will be available on Nintendo 64 and its Color Game Boy system.

Under the deal, LucasArts will develop and issue the Nintendo 64 games, while Nintendo will develop the same titles for Game Boy. The first game, which has not been named, will be released in May.

Records

Sony Classical plans to distribute about a million copies of John Williams' *Episode I: The Phantom Menace* soundtrack. The widest release ever for a score album, the record features a new score by Williams backed by the London Symphony Orchestra. No release date has been announced, but it is scheduled to ship before the film's opening. A single, video, and follow-up disc could also be on the way.

And more!

AMT/Ertl will issue *Episode I* model kits, but no other details were available at press time.

And what big movie would be without a restaurant premium tie-in? According to *Entertainment Weekly*, **PepsiCo**'s fast-food franchises (**Taco Bell, Kentucky Fried Chicken** and **Pizza Hut**) will spend $50 million on a "Defeat the Dark Side" sweepstakes. Pepsi will also reportedly stock stores with 24 different cans including gold Yoda cans.

Of course, this is the just the beginning of the products collectors can expect to see from a galaxy far, far away. ❖

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LUKE SKYWALKER.....265
LEIA.....200
BEN KENOBI.....180
CHEWY, TUSKEN, JAWA.....150ea
VADER, S. DEST COM, STORM.....140ea

20/21 backs
BOBA FETT.....850
LUKE X-WING.....100
HAMMERHEAD, GREEDO.....95ea
SNAGGLETOOTH, D.STAR DROID.....85ea
R5-D4, POWER DROID.....75ea
WALRUS MAN.....70

ESB 30-47 backs
BOBA FETT.....260
4-LOM.....125
LUKE Bespin.....110
LEIA Bespin.....80
HAN Bespin, LUKE LEIA Hoth.....75ea
IG-88, YODA.....75ea
TIE PILOT, SNOWTROOPER.....65ea
BOSSK, ZUCKUSS.....60ea
AT-AT DRIVER, HAN Hoth, 2-1B.....50ea
C-3PO remove, R2-D2 sensor.....40ea
OTHERS Call.....20-35ea

ROTJ
LEIA ORGANA.....400
BOBA FETT space scene.....200
LUKE, HAN.....100ea
LUKE JEDI, GREEDO.....40ea
HAMMERHEAD, WALRUSMAN.....40ea
LEIA BOUSHH, ROYAL GUARD.....30ea
EMPEROR, AT AT DRIVER.....25ea
BOSSK, WICKET.....25ea
OTHERS.....CALL

POTF
LUKE Stormtrooper.....225
AMANAMAN, HAN Carb.....175
R2 D2 pop-up.....85
IMPERIAL GUNNER, EV-9D9.....80ea

POTF cont
LUKE Poncho, LANDO General.....75ea
A-WING PILOT, IMPERIAL DIG.....75ea
JAWA, VADER, CHEWY.....55ea
LUKE X-WING, BEN KENOBI.....55ea
C-3PO remove, LEIA Poncho.....40ea
WAROK.....35
ROMBA, PAPLOO.....30ea
AT-ST DRIVER, LUMAT.....25ea

SHIPS
	Loose	Sealed
SANDCRAWLER	175	500
SKIFF	250	400
SHUTTLE	175	225
A-WING	100	250
B-WING, Y-WING	40ea	90ea
REBEL TRANSPORT	35	75
AT-AT	35	125
FALCON	20	125
AT-ST	15	45
X-WING TIE FIGHTERS	15	100
LANDSPEEDER	6	45

PLAYSETS
	Loose	Sealed
DEATH STAR	65	125++
STAR DESTROYER	30	75
DROID FACTORY	30	95+
DAGOBAH	20	60
EWOK VILLAGE	35	65
ICE PLANET HOTH	30	100
TURRET/PROBOT	15	55

CREATURES
	Loose	Sealed
JABBA the HUT	25	45
DEWBACK	30	75
REBO BAND	65	125
RANCOR	25	55

CARDED FIGURES
12 BACKS
HAN SOLO sm head C8.....425
R2-D2 C7.5.....100
STAR DEST COMRD resealed.....55
VADER resealed.....55
20/21 BACKS
POWER DROID C8.....110
ESB
BESPIN GUARD (black) C7.....25
GREEDO C8.....70
IMPERIAL COMMANDER C9.....40
IMPERIAL COMMANDER C8.....35
LEIA BESPIN profile C9.....100
POWER DROID C9.....120
REBEL COMMANDER C8.....40
REBEL COMMANDER C7.....35
STAR DEST COMDR C9+.....80
STORMTROOPER C9.....85
2-1B C8.....45
WALRUS MAN C8.....120
ROTJ
AT-ST DRIVER C9.....25
AT-ST DRIVER C8.....20
BESPIN GUARD (black) C9 UP YB.....30
BIB FORTUNA C8.....25
B-WING PILOT C9 YB.....20
DARTH VADER C8.....40
GENERAL MADINE C8.5.....20
HAN TRENCH C9+.....50
HAN TRENCH C9+ UP YB.....45
HAN TRENCH C7.....25
IMPERIAL COMMANDER C9.....35
LANDO teeth C9 YB.....35
LANDO C8 UP YB.....30
LANDO SKIFF C9 UP.....35
LANDO SKIFF C9+.....35
LANDO SKIFF C9 UP YB.....30
LANDO SKIFF C8.....25
LEIA PONCHO C9.....45
LEIA PONCHO C9.5 UP YB.....45
LEIA PONCHO C8.5.....35
LUKE X-WING C8.....25
LUMAT C8.5.....45
LUMAT C7.....40
NIKTO C9+ UP.....25
NIKTO C9 UP.....22
PAPLOO C9.5.....45
PRUNE FACE C9.5 UP.....25
PRUNE FACE C9+.....20
POWER DROID C9.....50
REBEL COMMANDO C9 UP.....20
REE-YEES C8+ UP.....20
STORMTROOPER C9 UP.....40
2-1B C8.....35
TEEBO C9+ UP.....30
WEEQUAY C9.5 UP YB.....25
POTF
BARADA C8 UP YB.....65
LUKE PONCHO C7.....75
ROMBA C9.5 UP.....65
ROMBA C8.5 UP.....50
R2-D2 pop-up C9 UP SYB.....145
TRI-LOGO
KLAATU SKIFF C9.....20
LUKE JEDI C8+.....55

STAR WARS CAPES
DARTH VADER.....3.00
PRINCESS LEIA.....3.00
HOTH STORMTROOPER.....3.00
QUANTITY DISCOUNTS AVAILABLE

ORIGINAL WEAPONS
LUKE LIGHTSABER.....5
LUKE LIGHTSABER (Bespin).....5
LUKE LIGHTSABER (green).....8
OBI-WAN LIGHTSABER.....5
VADER LIGHTSABER.....5
JEDI BLASTER (black).....6
JEDI BLASTER (grey).....6
TIE PILOT PISTOL (grey).....4
HAN PISTOLS.....5
LEIA BLASTERS.....5
STORMTROOPER RIFLE.....4
JAWA BLASTERS.....5
ROYAL GUARD STAFFS.....6
NIEN NUNB PISTOLS (black).....4
JABBA PIPE & BOWL (Kenner bag).....5
SALACIOUS CRUMB (Kenner bag).....5
QUANTITY DISCOUNTS AVAILABLE

12" FIGURES
ORIGINAL 12" FIGURES
BOBA FETT no scalps, rocket.....60
BOBA FETT no scalps, rocket, gun.....40
HAN SOLO no medal.....150
IG-88 loose complete.....300

NEW (1996) 12" FIGURES
ADMIRAL ACKBAR.....25
AT-AT DRIVER.....55
BOBA FETT.....55
C-3PO.....30
CANTINA BAND MEMBER.....55
CHEWBACCA.....85
DARTH VADER.....35
GREEDO.....40
HAN SOLO.....25
HAN HOTH w/ TAUN TAUN.....110
IMP. GUNNER & GRAND MOFF TARKIN.....125
LEIA.....30
LUKE SKYWALKER.....35
LUKE BESPIN.....35
LUKE X-WING.....30
LUKE/HAN STORMTROOPER 2PK.....125
LUKE HOTH vs WAMPA.....90
LUKE JEDI & BIB FORTUNA.....125
OBI-WAN (1st issue).....50
OBI-WAN/VADER ELECT 2 PK.....125
SANDTROOPER.....45
STORMTROOPER.....35
TIE FIGHTER PILOT.....25
TUSKEN RAIDER gun.....35
TUSKEN RAIDER staff.....45

LOOSE FIGURES N/MT COMPLETE
$6 ea: ADMRIAL ACKBAR, AT-AT COMMANDER, BESPIN GUARD (wht), FX-7, LOBOT, NEIN NUNB, POWER DROID, REBEL COMMANDER, REBEL SOLDIER
$7 ea: BOSSK, C-3PO (remov. limbs), DENGAR, GREEDO, HAMMERHEAD, KLAATU (grey), PRUNE FACE, RANCOR KEEPER, SNAGGLETOOTH, WALRUS MAN
$8 ea: AT-AT DRIVER, CHIEF CHIRPA, DEATH SQUAD COMMANDER 8D8, EMPEROR, GAMORREAN GUARD, HAN SOLO (Hoth gear), IMPERIAL COMMANDER, LANDO (Bespin) both, LUKE XWING PILOT, RD-D2 (sensorscope), R5-D4, UGNAUGHT, WEEQUAY
$10 ea: BEN KENOBI (both), BESPIN GUARD (black), BIB FORTUNA, BIKER SCOUT, BOBA FETT, B-WING PILOT, C-3PO, CHEWBACCA, DARTH VADER, DEATH STAR DROID, 4-LOM, HAN SOLO (Bespin), HAN TRENCHCOAT, IG-88 (both), JAWA, LANDO SKIFF, LOGRAY, NIKTO, R2-D2, REE-YEES, SQUIDHEAD, STORMTROOPER, STORMTROOPER HOTH, TEEBO, TIE PILOT, 2-1B, ZUCKUSS
$12 ea: KLAATU (skiff guard), LUKE (Hoth gear), REBEL COMMANDO
$15 ea: CLOUD CAR PILOT, EMPEROR (sealed mail away), HAN SOLO (large head), LUKE (Bespin fatugies)
$18 ea: LEIA BESPIN (crew neck), LEIA BOUSHH, LEIA (Hoth gear), YODA (orange snake)
$20 ea: LUKE SKYWALKER, LUKE JEDI (green saber)
$25 ea: CHEWBACCA (green gun), HAN SOLO (small head), YODA (brown snake)
$30 ea: PRINCESS LEIA, LEIA (battle poncho), WICKET

JUST ONE OF THE CREW

by Gus Lopez

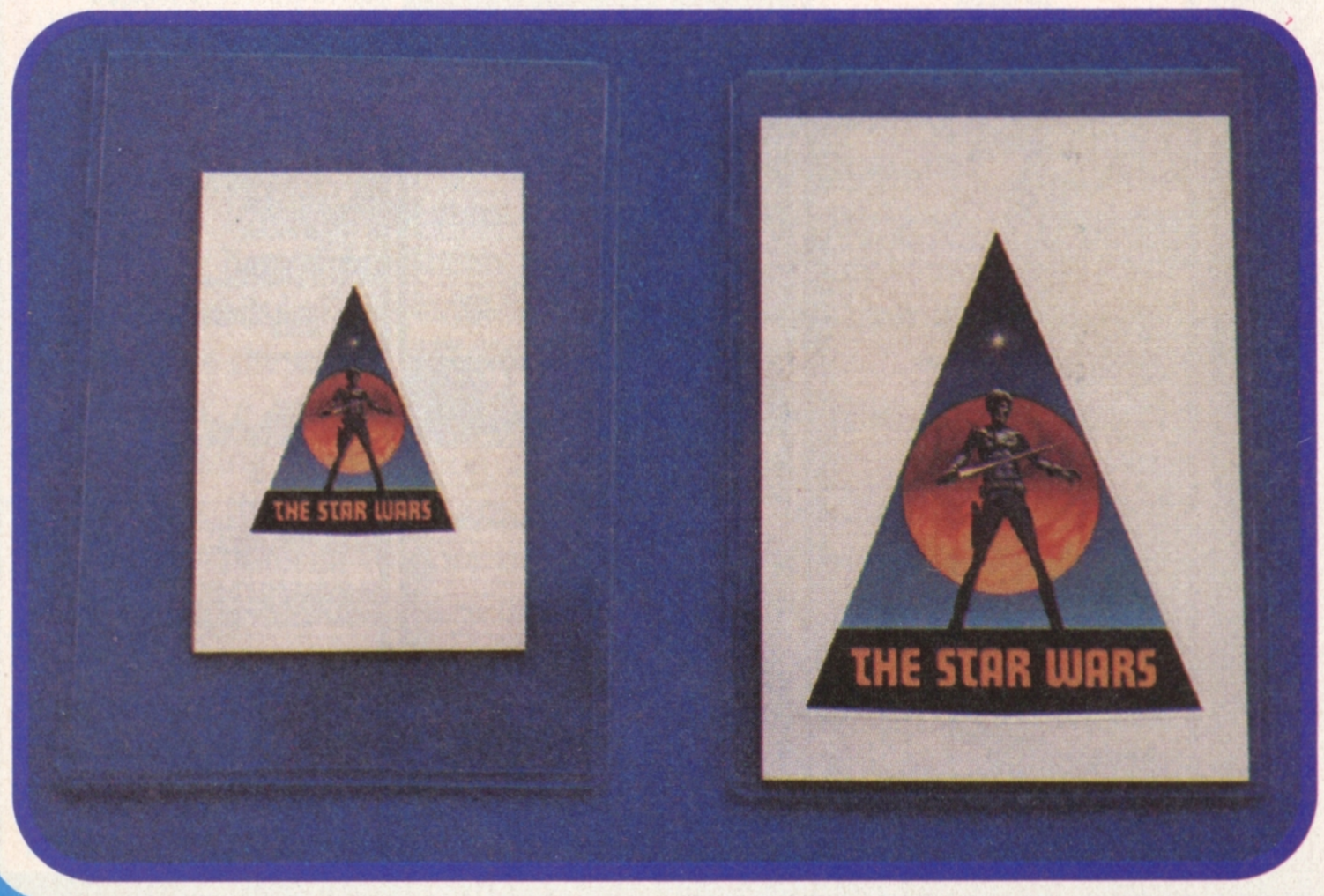
An intro to collecting cast and crew items

You say you weren't lucky enough to work on George Lucas's *Star Wars* movie crew? Well, you may still be able to feel like a member of that elite group.

Cast and crew members were among the few who received items like apparel and collectibles bearing the *Star Wars* name and logo. Today, these cast and crew items are coveted collectibles for fans of the Lucasfilm trilogy.

Due to their limited nature, lack of documentation, and exclusive distribution, it would seem that such items would be out of the reach of most collectors' hands. But cast and crew items are readily found, some for prices well within collectors' budgets.

Among the easiest cast and crew items to find — and afford — are *Star Wars* movie stickers, sometimes featuring early "working" logos or titles for the movies. Stickers were issued for *The Star Wars*, the working title of the original *Star Wars* movie. These stickers feature early Ralph McQuarrie conceptual art for the Luke Skywalker character. Available in two sizes, these stickers are valued around $5-$10 each on the secondary market.



Gary Kurtz, producer for *Star Wars* and *The Empire Strikes Back*, was fond of giving "thank you" gifts to his team. One of his earliest giveaways was a set of Lucite stars given to cast and crew on the first two films. The three clear stars featured the phrases "Star Wars," "May the Force be with You," and "The Empire Strikes Back" and were

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made by Two's Company. Today, the striking stars are valued around $250 each.

By the time *The Empire Strikes Back* entered production, Kurtz came up with a number of additional items to give to the cast and crew. Members of the cast, crew, and press were issued Intergalactic Passports which allowed access to particular sets for filming. These passports feature colorful stamps depicting various planets from the *Star Wars* saga. These passports should not be confused with the Star Wars Intergalactic Passports later sold in bookstores. The cast and crew passports sell for $75-$150 on the secondary market.

Another *The Empire Strikes Back* era cast and crew item was a cardboard coaster that illustrated a slightly different logo design than the final *The Empire Strikes Back* logo. Beautifully sculpted pewter paperweights with *The Empire Strikes Back* logo were given to the cast and crew, and these limited collectibles can fetch $150 today.

Patches are used extensively by the film crews of all movies, and the *Star Wars* movies shared this tradition. A wide variety of patch designs were available to crew members, and some of these designs were later borrowed and altered by the official fan club as fan club exclusive patches.

One of the earliest *Star Wars* patches was a navy blue and white rectangular patch showing the original Ralph McQuarrie logo for the original *Star Wars* movie that was subsequently dropped for the more familiar logo with box lettering.

A black-and-red *Revenge of the Jedi* patch was worn by the crew during the filming of the movie before the movie was renamed *Return of the Jedi*. This patch had rounded corners; a similar square patch was created as a fan club giveaway. There was also a *Revenge* patch featuring Yoda that would be subsequently borrowed by the fan club for its members, as well.

The Hoth sequences of *The Empire Strikes Back* were filmed on a glacier in Finse, Norway, and "Norwegian Unit" patches were issued to identify personnel. A "Vader in flames" patch was also given to crew members during this time, and this colorful patch concept was also borrowed for a fan club design. Each of these patches can sell for $50-$150 on the secondary market.

T-shirts and sweatshirts are some of the most common cast and crew items for the *Star Wars* movies, particularly for the special effects crews. Some cast and crew shirts were made for the entire movie production team, however some individual "shops" created their own shirts. For instance, the Dancing Probot-shirt features the Imperial

Gary Kurtz's Lucite Stars (above); passport and coasters (below).

*This **Star Wars** patch (below) may be one of the only official items without a trademark.*

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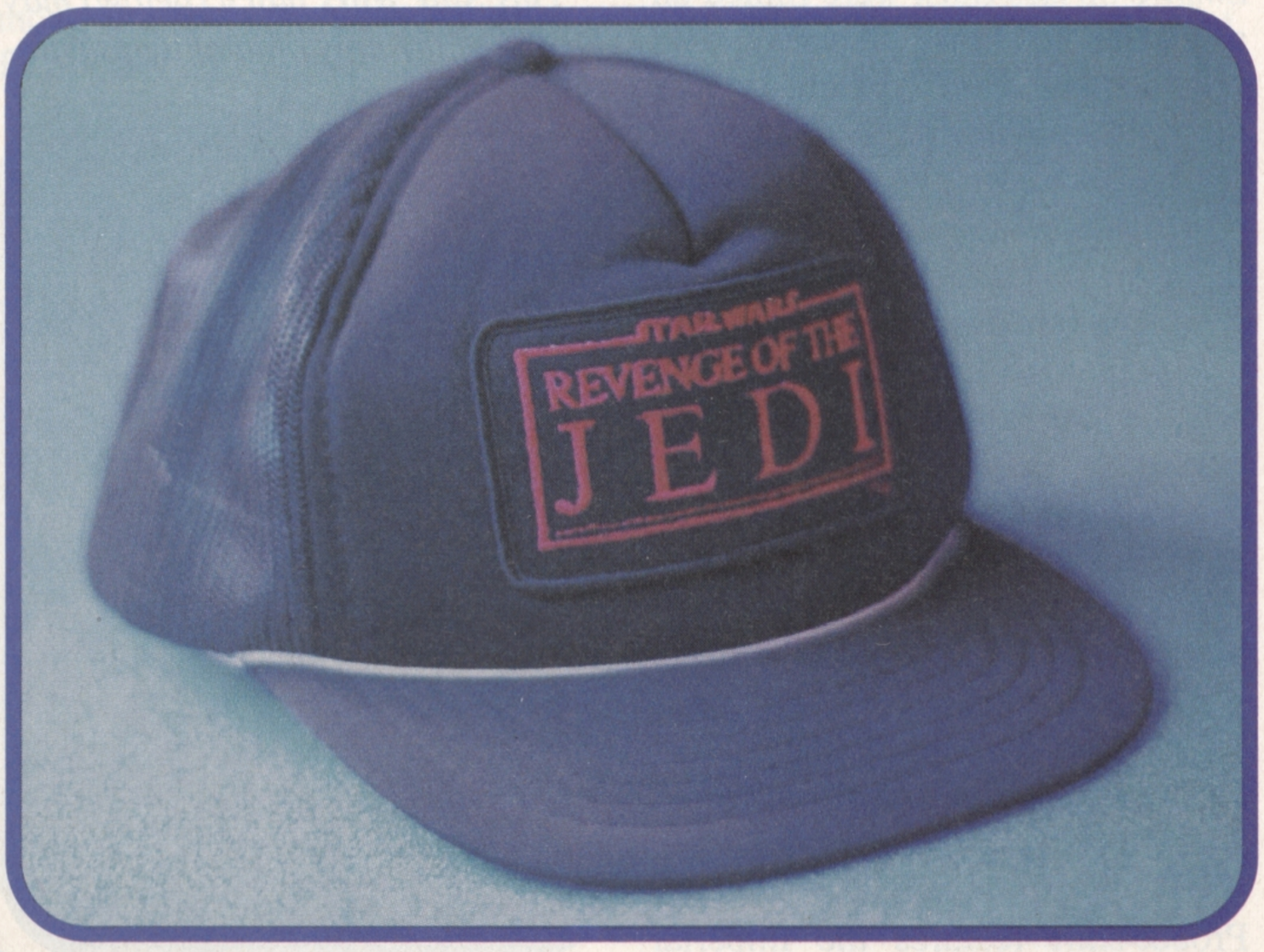
Return of the Jedi *spawned crew items with both a fake name (above) and a name not used on the final film (below).*



Probe Droid doing a song and dance inside the Industrial Light and Magic (ILM) light bulb. The ILM shop designing the creature masks for Jabba's palace in *Revenge of the Jedi* designed their own shirt for the Creature Shop Crew with an alien replacing the ILM magician in the company's logo. on the back, the word "magic" is replaced with "Monsters." Most of the T-shirts command about $50 each today.

Caps are some of the most sought-after cast and crew items, and different varieties of caps were issued for each movie. The black *Revenge of the Jedi* cap can be seen on the heads of crew members in the documentary on the making of the third movie. Caps also sell in the $50 range.

Perhaps some of the most popular cast and crew items are the caps, shirts, signs, and stationery issued for the filming of *Revenge of the Jedi* while the film was secretly filmed on location under the name *Blue Harvest*. The production team adopted the name *Blue Harvest* as an imaginary horror film title in the hope that it would drive away attention from the much-anticipated *Star Wars* motion picture. A vast array of *Blue Harvest* crew items were created, and the lettering used for the logo even looks similar to that of the other *Star Wars* film logos. *Blue Harvest* items are slightly more valuable than similar items with other trilogy logos.

Star Wars cast and crew items go well beyond patches, caps, paperweights, and T-shirts. Other crew-only items have included stationery, signs, and greeting cards. In fact, due to the limited distribution (sometimes only issued for a small team in a subset of the production crew), there is surprisingly little documentation.

Many long-lost cast and crew items are occasionally discovered by collectors, and there are already new cast and crew items for the special-edition *Star Wars* movies as well as the *Star Wars* prequel, *Episode I The Phantom Menace*. ❖

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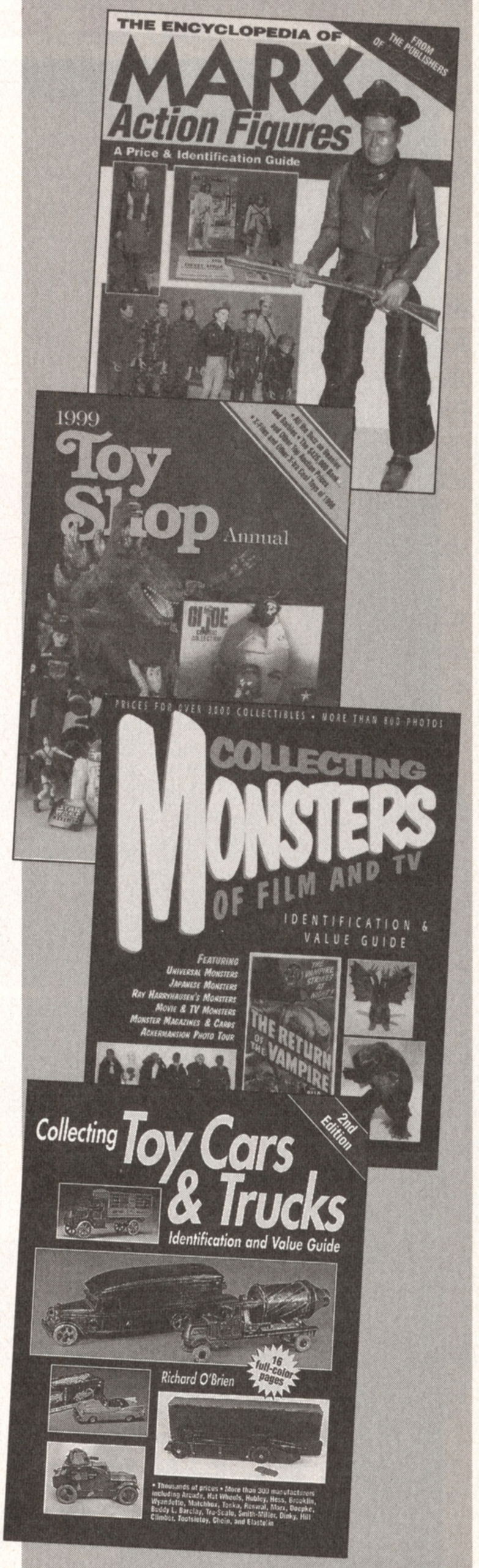

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how to be a STAR WARS™ PROTOTYPE PRO

If you're bored with collecting toys that "everybody else has," take a look at some collectibles nobody was SUPPOSED to have!

by Gus Lopez

Above left: *If you don't remember seeing this C-3PO action figure display case and its box in a store, you didn't. A more detailed, gold metallic version shipped to stores. A never-released yellow C-3PO prototype display case can bring $2,000 Mint in Box and $400-$600 loose and in Excellent condition.*

Lower left: *Multi-Terrain Vehicles (MTVs) probably would have been packaged in these boxes for distribution to stores in 1983, had George Lucas not changed the title of the third* Star Wars *movie from* ***Revenge of the Jedi*** *to* ***Return of the Jedi.*** *The never-released box is valued at $150.*

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Prototypes, early versions of toys, many of which were never mass-produced, are among the most sought-after *Star Wars* collectibles on the secondary market.

Even for veteran *Star Wars* collectors, prototypes offer the chance to uncover exciting, often undocumented items. They're challenging to find and are usually expensive, since few were made, compared to mass-produced toys. Prototypes often differ from the toys collectors are accustomed to and can give collectors a first-hand look into how toys are made.

Many Micro figures aren't expensive

Unpainted Micro Collection figures are some of the most affordable *Star Wars* prototypes. The Micro Collection was a short-lived Kenner *Star Wars* series that featured painted metal figures and plastic sets. There are many of these 1-inch figures around, and they're particularly desirable if the figures are from never-released micro play sets.

Ugnaught is a Micro Collection figure from the never-released Bespin Torture Chamber play set. Ugnaught and other never-released Micro figures are valued around $200, but unpainted figures from mass-produced Micro play sets are only worth $5-$10 each.

Never-released boxes are rare

Kenner's prototype packages often differed from actual toys. For instance, a Darth Vader Star Destroyer playset box depicted Leia Bespin on the cover instead of the Luke Bespin photo actually used on the box.

Other prototype boxes included an A-Wing vehicle in a Power of the Force (instead of a Droids) package and the Tatooine Skiff vehicle in a Droids package in 1985, as opposed to the 1985 Power of the Force box it was packaged in as part of that series. The Power of the Force A-Wing vehicle and Droids Tatooine Skiff boxes have not turned up on the secondary market thus far.

Look for *Revenge*

Printer's proofs serve as test runs before carded action figures are produced, and *Revenge of the Jedi* printer's proofs are among the most popular. George Lucas changed the title of the third *Star Wars* movie to *Return of the Jedi,* but Kenner had already produced action figure cards and boxes using *Revenge of the Jedi* inscriptions and logos.

These proofs are easier to find than many prototypes because Kenner recognized any item with the word "revenge" would be a hot collectible, so few were thrown out. *Revenge of the Jedi* proof cards sell for $50-$150 each, and some collectors have even been able to compile complete sets.

Boxes for never-released *Revenge of the Jedi* toys like the Multi-Terrain Vehicle (MTV) also never made it past the pre-production stage. A never-released box is valued at $150.

Proof cards for never-released ***Star Wars*** *action figures like Bib Fortuna have sold for between $500 and $1,000. The vacant spot on the left of the card is where the figure would have been placed. The orange color could have been changed later, depending on whether manufacturers considered it a good match for the figure.*

An Ugnaught, shown with one of C-3PO's legs, was part of Kenner's Micro Collection series in 1982. As a never-released figure, it's valued at $200. Micro figures and play sets that were mass-produced are worth considerably less.

Name changes sometimes occur before mass production begins. For instance, although the alien looked the same, Skiff Guard was changed to Weequay before the 3-3/4-inch ***Return of the Jedi*** *action figure was shipped to stores, A Skiff Guard proof card could sell for $200 or more on the secondary market.*

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Never-released hard copies of figures like Bondo, from the ***Ewoks*** *animated television series, can bring $500-$1,000 each.*

Proof cards for other *Star Wars* series are harder to find and more expensive than *Revenge of the Jedi* cards. Proof cards for action figure series like Star Wars, Empire Strikes Back, Return of the Jedi, Power of the Force, Droids, and Ewoks can each sell for $200 or more.

Some proof cards can be distinguished easily, because characters were sometimes renamed or images and descriptions were changed before proof cards were approved. The Weequay character was originally named Skiff Guard on an early Return of the Jedi card, but the name was later changed to Weequay before cards were shipped to stores in 1983.

Proof cards for figures never released on a particular card are especially desirable. Kenner's 1985 catalog indicated the company planned to issue its entire *Star Wars* action figure line on Power of the Force cards, but less than half were actually issued. Power of the Force proofs like the never-released Bib Fortuna card have brought between $500 and $1,000 in recent years.

Some *Star Wars* enthusiasts collect prototypes of different toys (like action figures, vehicles, and playsets), while others prefer to collect prototypes of a particular type of toy (like action figures alone) to learn more about how the toy was made.

The unpainted Leia Hoth figure at left is a first shot, which is used for testing purposes before full-scale production begins. Both dark brunette (right) and light brunette (center) Leia Hoth figures were issued on cards in 1981. Because so few were made, first shots are valuable collectibles today

Some variations were plentiful

Kenner mass-produced a gold metallic C-3PO-display case (used to store action figures) that came in a black box with inscriptions of the *Return of the Jedi* movie and the short-lived *Droids* animated TV series. A Mint in Box Droids C-3PO case can bring $2,000, while a loose display case is valued in the $400-$600 range. Although the yellow C-3PO prototype case was similar to the one that was mass-produced, C-3PO's eyes on the prototype were less detailed than on the cases shipped to stores.

Kenner recently issued a talking version of the C-3PO case which recited several quotes from the movies.

During the production process, cards are stapled to toys that include proposed corrections. Because they're so similar to actual toys, signed toys ($50-$60) aren't popular with Star Wars *collectors.*

Don't plan on finding wax sculptures

Kenner's action-figure prototypes are also highly desired collectibles. To understand the prototypes, it's necessary to briefly discuss the stages of action-figure production — wax sculptures, unpainted and painted hard copies, and first shots.

Original wax sculptures are almost impossible to find, because wax is very fragile, and only one sculpture was used for each action figure.

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Watch for imitations

Hard copies occasionally turn up on the secondary market. Hard copies are hard plastic castings of a figure made from the original sculpting. They're used as tool masters for early production runs and as paint masters to help determine the colors to be used. Hard copies weigh more than actual toys, and they're larger, due to the shrinking that occurs to the toys during the molding process.

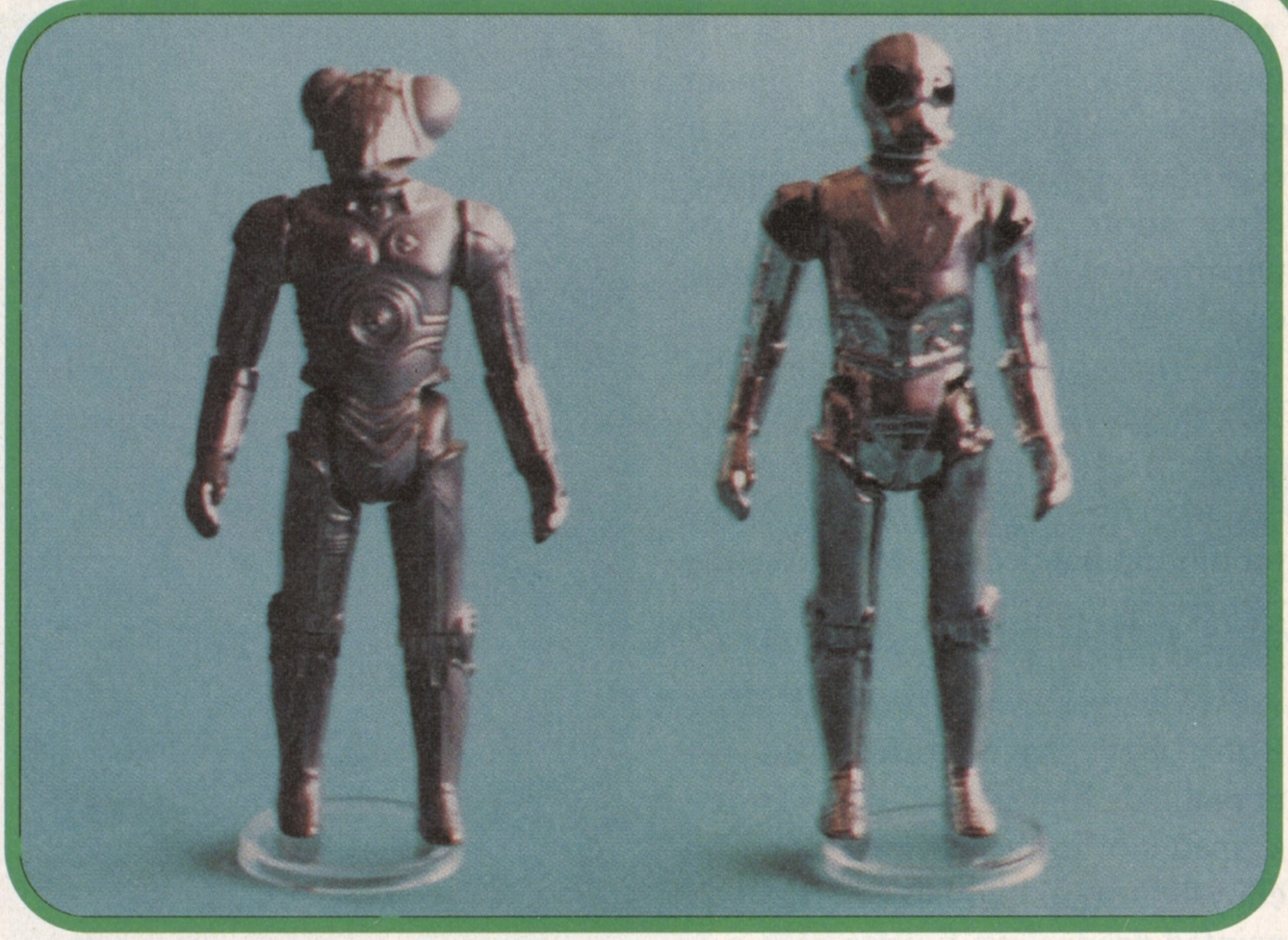
Unpainted hard copies from early *Star Wars* lines like Ewoks figures were tan or dark green. Kenner switched to blue hard copies in 1989, so, collectors, take note — Blue hard copies for *Star Wars* figures made before 1989 that turn up occasionally are forgeries.

Examples of painted hard copies include paint masters and early sales samples of never-released figures from Kenner's Ewoks and Droids action-figures series. The figures were featured in Kenner's toy fair catalogs but they were never issued to the public.

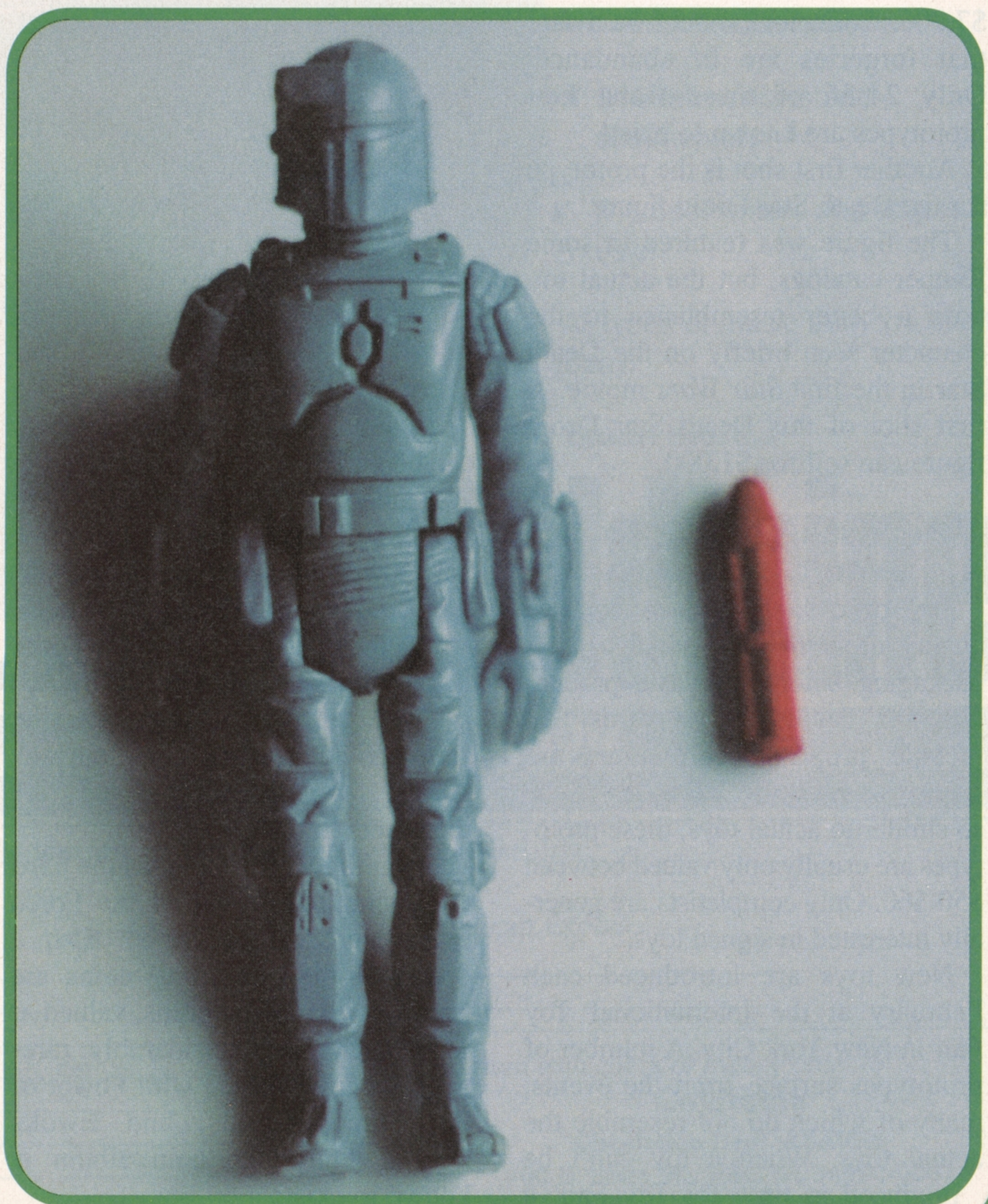
When rare figures like Bondo (from the *Ewoks* animated TV series) and Governor Koong (from the *Droids* series) turn up on the secondary market, they often sell for $500-$1,000 each. Although these characters were featured in the two short-lived animated *Star Wars* series in the 1980s, the toys were never released. Hard copies based on toys that were mass-produced sell for considerably less.

Few 'first shots' exist

After a hard copy is made, the next step is a first shot. A few dozen or so first shots are used for testing



Above: *Last-minute changes can enhance the look of a toy before it's produced in large numbers. The features of the Death Star Droid figure, shown in this first shot at left ($1,000), were changed to better resemble the character, like the actual production figure shown at right.*



Right: *The unpainted rocket-firing Boba Fett figure is perhaps the best-known Kenner* Star Wars *first shot, a last-minute toy used for testing purposes before mass production begins. The figure, never released due to safety concerns, sells for $3,500-$7,000 on the secondary market. Only 24-36 are known to exist!*

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purposes to gauge how the toy will look and to make any last-minute changes deemed necessary before a complete production run begins. First shots can be painted or unpainted and may or may not have copyright stamps.

The unpainted rocket-firing Boba Fett prototype is perhaps the best known *Star Wars* first shot. Kenner featured the figure in a mail-away promotion but decided to release the figure without the rocket-firing feature for safety reasons.

Two varieties of the rocket-firing Boba Fett have turned up — unpainted first shots with an L-shaped slot in the backpack and no copyright markings on the legs and painted production figures with a J-shaped backpack slot and a copyright mark.

The few Boba Fett first shots that have surfaced have sold for $3,500-$7,000. Collectors should be aware that forgeries are in abundance. Only 24-36 of these Boba Fett prototypes are known to exist!

Another first shot is the prototype for the Death Star Droid figure.

The figure was featured in some Kenner catalogs, but the actual toy bore a better resemblance to the character seen briefly on the Death Star in the first *Star Wars* movie. A first shot of this Death Star Droid figure can sell for $1,000.

Cutouts, signed toys aren't expensive

Toy officials must also approve quality of both the product and its packaging before full-scale production can begin. Signed cards that include proposed corrections are stapled to each toy. Because they're so similar to actual toys, these prototypes are usually only valued between $50-$60. Only completists are generally interested in signed toys.

New toys are introduced each February at the International Toy Fair in New York City. A number of prototypes surface from the events, many of which do not resemble the actual toys. When a toy can't be produced in time for Toy Fair, a cardboard cutout about the same size as the toy is issued in its place, such as 4-inch Death Squad Commanders and Rebel Soldiers. The commander and soldier cutouts can be purchased for $75-$100 each.

Never seen this Jedi Knight coin? Neither have a lot of other collectors. Fewer than a dozen are known to exist! The rare coins are valued at $600 each.

Kenner planned a mail-away coin album in conjunction with the original Power of the Force series in 1985. The never-released coin album included a Power of the Force coin featuring a Jedi Knight inscription not found on other coins in the series. In addition, the rare coin was gold-plated, not silver-plated like the others in the series.

Commonly referred to as the 63rd coin, since 62 Power of the Force coins were issued, fewer than a dozen of the mail-away coins are known to exist. The coins, valued at $600 each, are considerably rarer than the coins issued with Power of the Force, Droids, and Ewoks figures. Only one coin album is known to exist.

What other prototypes are out there?

The more well-publicized, unproduced Kenner items that were nearly mass-produced included the Rebel Blockade Runner ship, Lando Calrissian doll, talking Hoda doll, Bespin Torture Chamber and Hoth Bacta Tank Micro Collection playsets, and the White Witch vehicle from the *Droids* cartoon series. Although these toys were featured in some Kenner catalogs, few, if any, prototypes are known to exist today.

There are also numerous action figures Kenner proposed that were never released — Chewbacca's family, Grand Moff Tarkin, Princess Leia in a dancer outfit, Uncle Owen, and Gargan.

Like the stars in the universe, there is an endless array of *Star Wars* prototypes waiting to be discovered. ❖

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No cantina could hold all the strange and unusual creatures available to fans

***Above:** It doesn't get much pricier than this; the vinyl-caped Jawa commands $3,200 MIP. **Below:** The two bodies of Snaggletooth.*

by Chris Fawcett

Star Wars fans have long debated which is the better alien scene in the movie trilogy, the Cantina drinking establishment or Jabba the Hutt's palace and sail barge? At least fans agree the aliens are what make these scenes memorable.

Star Wars aliens are otherwordly in appearance compared to many creatures in science-fiction movies. These unusual-looking aliens are highlighted in this article. (Unless indicated otherwise, prices listed are Mint No Package).

Aliens have inspired many toys since the release of *Star Wars* in 1977. In fact, they compose over one-third of Kenner's action figures produced from 1977 to 1985. While aliens like Yoda had prominent roles, others had token appearances. Amanaman, for instance, was only shown for a few scant seconds during the scene when Han Solo was taken from the dungeon of Jabba the Hutt.

While Kenner made many obscure aliens like Amanaman, more prominent human characters such as Grand Moff Tarkin were overlooked. Why? Probably because collectors have always been more interested in the extraordinary rather than the commonplace, and Kenner, realizing that fact, produced more unusual-looking aliens in place of humans.

Chewbacca ($9), Jawa with a cloth cape ($14), and Tusken Raider ($15) were among Kenner's first alien figures. It was fitting that Chewie, the most prominent alien in the trilogy, was included in Kenner's initial lineup of 3-3/4-inch action figures in 1977.

Prices differ greatly for the variations produced for Jawa and Snaggletooth, an alien figure added to the *Star Wars* action-figure line in 1978. While the Jawa with a cloth cape is common, the rare Jawa with a vinyl cape commands $250 MNP and $3,200 MIP.

With only a head-shot photo for reference, Kenner depicted its 1978 Snaggletooth figure as tall, but it was supposed to be short, so Kenner later produced a more accurate, shorter Snaggletooth as part of its *Star Wars* line. The blue Snaggletooth is named because of the figure's blue outfit.

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The alien was supposed to be short, not tall, so Kenner reissued a shorter Snaggletooth with a red outfit. The blue Snaggletooth is valued at $125 MNP, while the common red Snaggletooth is worth $10 MNP and $160 MIP. Kenner produced carded red Snaggletooth figures, and it included red Snaggletooths in some Cantina play sets.

Other 3-3/4-inch aliens in the *Star Wars* series included Walrus Man ($11) and Hammerhead ($9).

Another variation of sorts doesn't have an impact on value, but it's still interesting. Kenner inadvertently switched the names of the 4-LOM ($12) and Zuckuss ($12) figures issued as part of the *Empire Strikes Back* action-figure line. Zuckuss, a brown-robed alien, was called 4-LOM, but 4-LOM was the actual name of the droid.

Since Kenner never corrected this mistake, collectors use Kenner's names to avoid confusion. So if you've ever wondered why Kenner produced a droid named Zuckuss when numbers were usually used to name droids (like R2-D2 and C-3PO), now you know the story. Other Empire aliens and creatures are Yoda, Ugnaught, Bossk, the Wampa, and a Tauntaun.

Zuckuss and 4-LOM… or is that 4-LOM and Zuckuss?

Kenner made two versions of the Tauntaun figure ($20) in the *Empire Strikes Back* series, but the values of both the closed belly and open belly figures are nearly identical.

The 1983 *Return of the Jedi* 3-3/4-inch figure series featured many aliens, including Rancor Keeper ($10), Squid Head ($13), Klaatu ($10), Klaatu in Skiff guard outfit ($13), Lumat ($25), Admiral Ackbar ($9), Nien Nunb ($8), Ree-Yees ($8), Prune Face ($9), Chirpa ($10), Gamorrean Guard ($9), Sy Snootles, and the Rebo Band ($30) and a Jabba the Hutt playset that included Salacious Crumb, Jabba's pet lizard-monkey.

The Jabba playset was issued in two different boxes: a fully illustrated box and a plain box with a black-and-white photo of Jabba. The Rebo Band, sold as a three-piece figure set with instruments, also had a box variation — a colorful package and a plain box used for mail-away Rebo sets. Figures in more colorfully illustrated boxes can bring slightly higher prices.

The 1985 Power of the Force series contained three figures with outstanding sculpting that many

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The Rebo band was sold as a three-piece set with instruments.

Yak Face, Amanaman, and Barada.

collectors believe rival today's action figures. Barada is valued at $45, Amanaman is priced at $95, and Yak Face is worth $165. Romba ($35) and Paploo ($15) are some of the other aliens in the Power of the Force line.

Kenner also issued alien figures in conjunction with the 1985 *Droids* and *Ewoks* animated television series. In fact, the Ewoks line consisted entirely of aliens — Wicket Warrick ($9), Logray ($8), Lady Gorneesh ($8), King Gorneesh ($8), Dulok Scout ($8), and Dulok Shaman ($8).

The Droids series had its share of aliens, too — Jord Dusat ($8), Kez-Iban ($8), Sise Fromm ($20), and Tig Fromm ($18). Vlix ($2,000 MIP) is very difficult to find.

Chewbacca ($60), a Jawa ($110), and Boba Fett ($160) were 12-inch Kenner figures produced in 1979. Lily-Ledy, a Mexican company, produced a pair of 12-inch figures that are hard to find today: Jawa ($1,000 MIP) and a Tusken Raider ($2,000 MIP). While not as well made as Kenner's figures, these aliens are interesting because Kenner had never produced a 12-inch Tusken Raider until the Power of the Force II line.

Numerous alien plush toys have been produced. Kenner made four plush Ewoks: Wicket, Kneesa, Paploo and Latara ($30 each). They also produced five baby Ewoks: Gwig, Malana, Wiley, Leeni, and Nippet ($10 each). Kenner also made a plush Chewbacca doll ($35).

A Jawa ($75) and Chewbacca ($500) are two hard-to-find plush dolls that were made in Canada.

Kenner also made two puppets, one of which was only released in Canada. The Yoda puppet is common, but the Chewbacca puppet is hard to find.

A talking Yoda puppet recited a number of phrases including "Use The Force," and "Try not: Do, or do not." Only two or three of these prototypes are known to exist. Kenner also planned a Salacious Crumb toy, but it was never released. Since they're rare, prototypes often command very high prices.

With Kenner, Galoob, and other companies producing numerous alien toys and other products, keeping up with alien collectibles is a daunting task for a *Star Wars* collector. There are thousands of non-human life forms in the *Star Wars* galaxy, and each deserves its own place as a collectible. ❖

***Chris Fawcett** is a free-lance writer and **Star Wars** collector who lives in Ohio. Thanks to **Andrew McGinley** for providing photos.*

Large figures included Tauntaun, Wampa, and Jabba.

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CARING FOR YOUR COLLECTION

Providing a new hope for toys from a long time ago

by Tomma Lou Maas

Because you spend many dollars and hours accumulating the comics, cards, or action figures in your collection, you value your collection greatly.

Yet what have you done to protect your collection? How do you keep your treasures from deteriorating with the ravages of time, light, heat, moisture, insects, and mold that can destroy collectibles over time?

Whether you have considered it or not, as owner of your collection, you are also its curator. Consequently, your attention to preservation should be as keen for the environmental conditions surrounding your *Star Wars* items as it is for theft, fire, and breakage.

• First, consider where your collection is stored? Do you keep it in its original boxes in the attic, in the basement, or on shelves in the living room where the afternoon sun strikes them for an hour each day?

• Second, what guidelines have you implemented for visitors who view it? Are they permitted to handle your figures, play your records, and read the comic books? Do they wear gloves? These factors should be considered, since oils and dirt from hands can permanently stain a paper label or an action figure's costume.

Do silverfish, flies, and beetles or their larvae track through your collection? Books and boxes with glue will attract silverfish, while flies, beetles, and their hatched larvae can damage collections in other ways.

Every collector should establish good environmental controls for the collection. Controlling the environment of the room where it is stored is one one of the top considerations. This can provide the most effective, long-term preservation over the years. Protection from moisture, heat, and light will slow or sometimes halt the inevitable deterioration that occurs with time.

When a collector brings home that first Taco Bell Mirror Cube toy, he or she should immediately begin a conservation plan to protect that cube. Materials such as the scratch-vulnerable plastic — including the two transparent sides — need protecting. And that's not to mention paint-chipping and fabric damage possibilities of action figures — or creasing on comics.

The **temperature and relative humidity** in the collection room should be kept stable; a temperature between 60° and 70° F. and a relative humidity of 45-60% are considered ideal.

Achieving the desired environmental control can take effort and expense. First, the building's construction and, second, your financial resources may limit how much you can change the room. However, ignoring the environment could put your investment at serious risk. Consequently, collectors should attempt to achieve all the preservation recommendations provided here; if this is not possible, make as many changes as you can to work toward a fully environmentally controlled display or storage area.

Collectors should also be aware of the potential damage that some items pose to themselves or the collection. Boxes, paper items, and fabric are the most vulnerable part of a collection. Since they are made of soft and easily destroyed materials, they need immediate attention, if you wish to preserve them for any length of time. Paper contains **acid** which can slowly and imperceptibly eat away at boxes, instruction sheets, and even the paper toy itself. It can also deteriorate the fabric of costumes if it contacts these for a period of time.

To protect these items, do not let fabric or paper touch other fabrics or paper items. You can safely display small paper items on acid-free museum cardboard, then wrap them in archive-quality clear sleeves. They can then be safely stacked in drawers.

Toys made from paper may be subject to rapid deterioration. Note the paper quality of your packaging when you buy an item; generally, the darker the paper, the more acid it contains. Be sure to separate these boxes in storage areas.

Unprotected lighting can fade colors and cause acids to vaporize into the room. All wavelengths of light are potentially harmful, but ultraviolet (UV) radiation and light from the blue end of the spectrum present the most problems.

Damage to toys depends on the intensity of the radiation, length of exposure, any special characteristics of the radiation, and the capacity of the individual materials to absorb and be affected by the lighting.

Sunlight is the most common source of ultraviolet radiation. Therefore, windows in toy rooms should be covered with heavy curtains or sheeting that filters UV rays. Fluorescent lighting is the second greatest source of polluting light and should be either filtered using a fluorescent ultraviolet absorbing sleeve, replaced with a UV-filtering fluorescent tube, or replaced with incandescent lighting.

Incandescent lighting is the preferred lighting, but it, too, can damage your Monopoly *Star Wars* Trilogy edition. If the bulb is too close, heat becomes the problem. Damage can be reduced by keeping the lights at considerable distance from the toys and by using low-wattage bulbs. When not in use, the toy storage area should be kept dark.

So take heart, collectors, and heed any symptoms that may be developing in your car collection, signs that you should make some changes to keep your figures in top condition. With an inventive spirit, being the curator of your collection could be as much fun as the hunt. ❖

***Tomma Lou Maas** is a freelance writer from Iowa..*

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LOST TREASURES

By 1985, most toy buyers had forgotten about Star Wars.

Now, that year's Power of the Force figures are among the most sought-after toys around!

by Chris Fawcett

The Power of the Force. Those five words stir excitement for *Star Wars* collectors, especially those who collect the original 1985 action figure line bearing that name. The 1980s figures are probably the most highly desired *Star Wars* collectibles today.

Why are they so highly prized? The action figures were some of the best sculpted and most intricately detailed *Star Wars* figures. The Power of the Force series (a toy line based on *Star Wars* characters) spawned some of the most interesting ideas for *Star Wars* figures, like Han Solo in a carbonite chamber. Because the line didn't sell well, few are around today, compared to a figure like an original Han Solo, which was made for nearly eight years.

Kenner's first Power of the Force figures were released two years after the last *Star Wars* movie, *Return of the Jedi*. Back then, interest in *Star Wars* was waning because no new movie was in sight.

Kenner attempted to keep the line going by making previously unproduced characters dating even back to the first movie (Luke in Stormtrooper disguise). It also introduced Collectors Coins which came with every figure. But even those tactics failed, and, although Kenner produced figures for the Droids and Ewoks cartoon series for another year, the Power of the Force line folded.

A Trilogo card version of ***Yak Face****, not released in the United States. Yak Face figures on Power of the Force cards are valued at $1,800.*

The original Power of the Force series consisted of 15 figures: EV-9D9, R2-D2 (with light saber), Han Solo Carbonite, Warok, Imperial Dignitary, Romba, Barada, Lando General, Luke Stormtrooper, Imperial Gunner, Luke Poncho, A-Wing Pilot, Amanaman, Anakin Skywalker, and Yak Face.

All Power of the Force figures were released on both Trilogy and Power of the Force cards. The Trilogos are priced less, but they still command some of the highest prices for carded *Star Wars* figures. Trilogo cards were printed in three languages (English, French, and Spanish) and translate as Return of the Jedi.

Carded Power of the Force Anakin Skywalker figures were only issued in Australia. Loose figures and those with Trilogo cards are fairly common. Loose figures are priced at $30, and figures on Trilogo cards are valued at $65, but the hard-to-find Australian version is valued at $2,150!

Yak Face was distributed in Canada and Australia on both Power of the Force and Trilogo

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Power of the Force Collectors Coin *figures included* ***Luke Stormtrooper***, ***Barada***, *and* ***Han Solo in Carbonite***

cards, but it was never released in the United States. Because of its extremely limited production, loose figures are worth $130. Figures on Power of the Force cards are valued at $1,710, and figures on Trilogo cards are priced at $285. Anakin and the plastic-caped Jawa are the only carded *Star Wars* figures that carry higher price tags.

Twenty-two previously released figures were repackaged with Power of the Force logos, but they were not considered part of the series. They were: Stormtrooper, Ben Kenobi, Darth Vader, Chewbacca, Jawa, Luke X-Wing, Yoda, AT-AT Driver, C-3PO (with removable limbs), Luke Jedi (with green saber), Biker Scout, Gamorrean Guard, Nikto, AT-ST Driver, B-Wing Pilot, Teebo, Wicket, Emperor, Han Trench Coat, Leia Poncho, Paploo and Lumat. Other figures were planned when the Power of the Force line was discontinued. Printers copies of cards for these never-produced Power of the Force figures command high prices.

Three of the repackaged figures were only issued in Australia — the Gamorrean Guard, Nikto, and AT-AT Driver. Yoda and Han in Trench Coat are also scarce; only the Australian releases are harder to find.

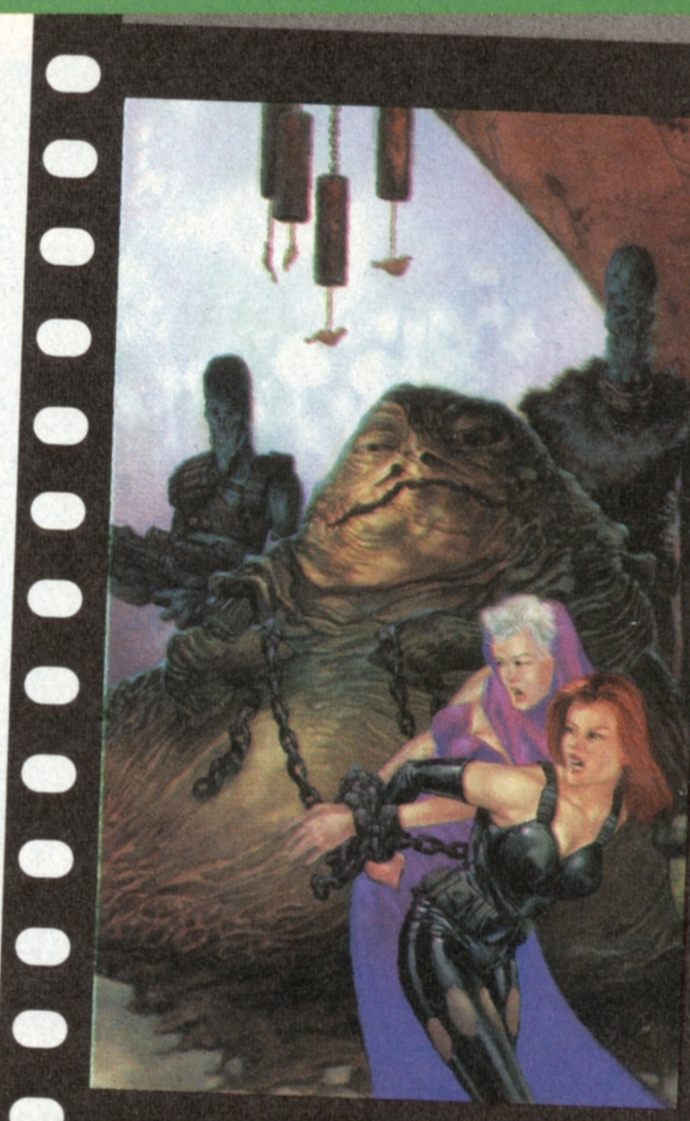
Some collectors include the Imperial TIE Fighter Pilot and FX-7 figures in the Power of the Force series, while others do not. The few figures that have turned up are believed to be production samples Kenner used solely to pitch Power of the Force figures to retailers.

The Power of the Force line also included accessories — the Tatooine Skiff, Ewok Battle Wagon, One-Man Sand Skimmer, Imperial Sniper Vehicle, Security Scout Vehicle, and Jabba's Dungeon (with Amanaman, EV-9D9, and Barada). The most expensive accessory is the Tatooine Skiff, which is hard to find complete and in Good condition. It's priced at $275 loose and $575 Mint in Package. The Jabba Dungeon is the same dungeon released with the Return of the Jedi series, but it's priced at $200 loose and $285 MIP because of the three figures that came with it.

The Power of the Force will always mean Kenner's 1985 line to veteran *Star Wars* collectors — the toys we wish we'd paid more attention to back then. It's the series we're trying to find today to complete *Star Wars* collections. ❖

Chris Fawcett *is a free-lance writer and* ***Star Wars*** *collector.*

Carded ***Anakin Skywalker Power of the Force*** *cards were released only in Australia.*



WHERE THE STORY NEVER ENDS

DARK HORSE COMICS

PERSISTENCE OF VISION ISN'T LIMITED TO FILM. HERE'S HOW DARK HORSE COMICS HAS KEPT STAR WARS FANS' FIRES BURNING BETWEEN MOVIES!

Left: Cover art from several of Dark Horse's 1999 Star Wars comic books.

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The Dark side of 'The Horse'

The power of The Force was a dim glimmer in the public eye during the later half of the 1980s. The last film of the trilogy had been released in 1983 and, while merchandising and especially Kenner's toy license continued to produce *Star Wars* merchandise through 1985, it appeared that the era of Luke and Leia was ending. In September 1986, the last issue of the Marvel comics series came to an end and brought to a close the epic tale that had expanded to include strange monsters and giant green talking bunnies. Or so the world thought.

In May 1988 Dark Horse launched the first of its licensed movie properties with the first *Aliens* mini-series. This prompted the company to search out more licenses based on popular movies, and a string of successes ensued, including *Predator, Indiana Jones,* and *Terminator*. Whereas other comics companies had recently met with limited success in publishing comics based on movies, Dark Horse thrived.

In an interview in ***Comics Buyer's Guide***'s March 7, 1997 edition, Dark Horse Comics Founder and President Mike Richardson said that, in 1991, "We made a presentation to Lucasfilm on how we saw a *Star Wars* project and our approach to such a project. Rather than doing an endless series of comic-book stories featuring anything from the main *Star Wars* characters to big-eared rabbits [*à la* the aforementioned Marvel series], we wanted to contribute to the saga much in the same way we've contributed to the other motion-picture properties we've done."

Richardson added that securing the license went quickly after his pitch. "[Lucasfilm representatives in charge of licensing] Lucy Wilson and [her boss] Howard Rothman became very interested in our approach to the comics series. Back then, there wasn't the same kind of licensing frenzy. We told them how important *Star Wars* would be as a project with Dark Horse, as opposed to a monthly comic that we got anybody to do.

"We told them that we wanted to build on the legend that George Lucas laid down with the first three movies. We wanted to tell the stories about all the characters involved in the movies in a way that fit with the movies themselves and not have these independent episodes that really have nothing to do with anything." He added that he wanted the readers to feel that they were in on a part of the continuing saga. Lucasfilm responded positively, and the result was Dark Horse's first such series, *Star Wars: Dark Empire*, written by Tom Veitch with art by Cam Kennedy.

From the past to the future

In the years since *Dark Empire* launched Dark Horse's *Star Wars* franchise, there have been many mini-series and story arcs featuring characters and situations from the films and related novels. Naturally, Dark Horse is providing the comics adaptation of *The Phantom Menace* and has scheduled a series of four one-shots featuring the four main characters. (See the related story on Page 10.)

Following the adaptation and the four specials, Dark Horse plans to follow its current *Star Wars* course and explore the world surrounding Episode I as well as its current, classic-era *Star Wars*. However, there will be a few constraints. Since Dark Horse landed the rights to *Star Wars* long after *Return of the Jedi* had left theaters, creators had nearly the entire *Star Wars* timeline in which to tell stories, only the Lucas-defined prequel period relegated as being absolutely off limits. Now, with the first movie of the upcoming prequel trilogy out as source material, *Star Wars* Editor Peet Janes said in an interview in ***CBG*** for Dec. 18, 1998, that this means that later '99 *Star Wars* prequel-based projects are still up in the air.

"We're going to have to change our pace for a while," Janes said. "Series embellishing the films as they emerge will be the high points of our prequel-era publishing plan. Between the film releases, we will doubtless feature other series that embellish the prequel era — and at the same time we'll continue to publish projects based on the classic era. Continuity is critically important to the maintenance of *Star Wars* as a viable property, so it's in everybody's best interests to allow Lucasfilm to come up with the stuff first, and then we can play with it."

Despite the fact that several of Dark Horse's most successful *Star Wars* titles were set between or following the original films, Janes said he realizes and is content with the fact that, for now, their playground is limited to *The Phantom Menace*, classic-era *Star Wars*, and stories of the ancient Jedi past, due to the risk of stepping on storylines from the upcoming Episode 2. "Bridging projects, like 1996's *Shadows of the Empire*, can't rightly be created until we have the other side to anchor the bridge on," Janes explained.

"However, we do have several prequel-era projects planned. As for exactly who will get follow-ups, reader response, rather than our feelings right now, will tell us who or what we need to expand upon — but it's hard to predict the future. I'm sure that licensees who manufactured millions of dollars' worth of plush Ewok dolls after *Return of the Jedi* were predicting that fans would snatch them up, but they didn't.

"We need to be very cautious, but that also doesn't mean we won't be taking risks. We'll just be taking risks that Lucasfilm gives us the go-ahead on. Sometimes Lucasfilm will dispense material to us to exploit, and other times we will propose projects and make our

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In what may be a first for ***Star Wars*** *comics, the four covers from 1999's* ***Vader's Quest*** *form a large painting.*

argument for why we feel they should be done."

While full-blown explorations of characters and situations may be slightly curtailed for a while, Janes insisted that Dark Horse's *Star Wars* prequel-era series won't shy away from other characters or hinting that what comics fans are reading is just a piece in a very broad picture. "Sharp readers can always pull little details out of what we publish and can often figure out a lot through context," Janes said. "We'll coordinate our efforts with other licensees for the novels, games, and other projects to paint a broad mural for fans. Some details, like the battle droids, will become regular parts of our projects. Other, more specific details and character explorations will have to come from the source itself first."

One lateral *Phantom Menace*-era arena that figures heavily in Dark Horse's 1999 plans is the ongoing *Star Wars* series, the first since Marvel's series, which began more than 20 years ago. Rather than focus on familiar aspects of the original *Star Wars* universe or an extrapolation taken directly from *The Phantom Menace*, the new series is set on a rim world of the *Star Wars* universe and follows the exploits of a family-man Jedi Knight, Ki-Adi-Mundi.

For Janes and Dark Horse, the choice to tell the story of Mundi was based on the reasoning that Lucasfilm was only granting ongoing story pieces of *The Phantom Menace* universe to publishers when the ongoing *Star Wars* series was in the planning stages. "When Lucasfilm parceled out certain elements of the prequel era to licensees, we determined that we would make the most of whatever we were fortunate enough to receive," Janes said. "The challenge, then, became taking that element and making it the *Star Wars* that fans know and love. Ki-Adi-Mundi was what we received, so it fell to us to make his adventures exciting, informative, and compelling.

"At the same time, we continue to deliver the instantly recognizable story elements that made *Star Wars* great in the first place: action and drama peppered with humor and pathos, the hero's journey, a sense of greater history lurking just off-screen, and all those cool gadgets and mind-boggling environments."

The writers sound off

Also in the Dec. 18 ***Comics Buyer's Guide***, *Star Wars: X-Wing Rogue Squadron* writer Michael Stackpole interviewed fellow writer Jan Strnad (writer of the ongoing *Star Wars* series), and both men shared their experiences working with Dark Horse on the licensed comics. Stackpole said that, when he began work on *Rogue Squadron*, Janes had sent him copies of Strnad's scripts, "and what impressed me most was the sense of graphic vision I got from them. I was curious how Jan learned to see so clearly in pictures and incorporate graphic elements into them that bound the stories together. He went philosophical on me, when he answered, 'Ah, Grasshopper, mastery of such techniques comes only from a lifetime spent reading every comic book produced since 1956. Or something close to it. I was a rabid comic-book fan early in life, learning to wrap my brain around the word "invulnerable" at an age when most other kids were reading about how Tip can run.

"'Then I played around with drawing comic books in junior high school but gave up all thoughts of an art career a few years later for the same reason I gave up becoming a stop-motion animator: impatience. Well, that and the lack of any apparent artistic ability. Still, my flirtation with drawing gave me a visual approach that's served me well in writing comic books and cartoons.'"

Stackpole said that when working on any *Star Wars*-related series, the writer gets invited into a world of secrets that the general public doesn't share. However, Strnad said he had more trouble keeping quiet. "Right out of the chute, I got into trouble by revealing more

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about the comics story 'Prelude to Rebellion' than I should have. I have a web page where I write about my work and life, and I inadvertently said too much about the new series. Luckily, at that point I knew absolutely nothing about *The Phantom Menace* (which didn't even have a title yet), so I couldn't reveal anything too harmful to Lucasfilm.

"Unfortunately, the more you know, the less you can say, which is why those who know nothing can speculate freely and spread rumors and have all the fun, and I now have to clam up like Mr. Mxyzptlk, afraid of saying something that'll get me banished. I try to just sit back and enjoy the show, say as little as possible, and hope that fans understand my plight."

Asked about his plans, Strnad responded, "I'd love to write a Ki-Adi-Mundi novel. I'm hoping that publication of my horror novel *Many Happy Returns* will convince Lucasfilm that I have the writing chops to do it."

Popping up all over

Comic-book stores are certainly the best place to find new and old *Star Wars* comics from Dark Horse. (If you're looking for an outlet, take heart: Dark Horse is a sponsor of the Comic Shop Locator Service, toll-free at 1-888-COMIC-BOOK.)

But there are other places to find them as well. Over the years, Dark Horse has used the *Star Wars* license and partnership with Lucasfilm to enter the mass market through numerous promotions, including supplying comics for cereal promotions and including them with specific *Star Wars* toys from Kenner.

Whatever the format, however, comic books have been one of the best bets for *Star Wars* fans wanting to keep the adventure going between films since 1977. Thanks to Dark Horse, they'll continue to serve that purpose well into the next century. ❖

A Dark Horse *Star Wars* primer

For those unfamiliar with the range of titles Dark Horse has produced over the years, here is a quick guide:

• *Boba Fett*: series of one-shots featuring the rogue bounty hunter

• *Classic Star Wars*: reprints the *Star Wars* newspaper strips by Al Williamson and Archie Goodwin

• *Crimson Empire*: set after *Return of the Jedi*, features the Emperor's Royal Guard (the troopers in the red hooded armor)

• *Dark Empire I* and *II*: sequels to the three films involving the main cast

• *Dark Force Rising*: adapts the second of Timothy Zahn's three novels (known as The Thrawn Trilogy), set five years after *Return of the Jedi* and before the events of *Dark Empire*

• *Droids*: misadventures of the Abbott and Costello of droids: R2-D2 and C3PO

• *Empire's End*: set seven years after events in *Return of the Jedi*

• *Heir to the Empire*: adapts Zahn's first novel in the Thrawn Trilogy

• *Jabba the Hutt*: series of one-shots featuring the intergalactic mobster slug

• *Jedi Academy*: adventures at a training center for prospective Jedi Knights, written by novelist Kevin J. Anderson, and set after *Return of the Jedi*

• *The Last Command*: adapts the third of Zahn's Thrawn Trilogy novels

• *Mara Jade*: features a female character from Zahn's novels

• Manga editions: English translations of Japanese adaptations of the first three movies

• *The Protocol Offensive*: a one-shot written by Anthony Daniels (C-3PO).

• *Shadows of the Empire*: adapts the 1996 novel involving the main cast and adding several characters to the mythos (taking place between *The Empire Strikes Back* and *Return of the Jedi*)

• *Splinter of the Mind's Eye*: adapts Alan Dean Foster novel set between events of *A New Hope* and *Empire Strikes Back*

• *Star Wars* (ongoing): set at the time of *The Phantom Menace*, focuses on the adventures of a Jedi Knight with a family

• *Tales of the Jedi*: stories taking place before Chapter One of the *Star Wars* saga when Jedi warriors roamed the universe

• *Vader's Quest*: involves Vader search for the Rebel pilot who blew up the Death Star (four covers interlocking to form a quadtych)

• *X-Wing Rogue Squadron*: tales of the rebel forces, including mainstays like Wedge Antilles. Michael A. Stackpole, writer of many of the Rogue Squadron novels, wrote the comics series as well.

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GONE BUT NOT FORGOTTEN

Marvel's ***Star Wars*** *series kept fans guessing between films*

How did Darth Vader learn who destroyed the Death Star?

Why didn't Han Solo use his reward money to pay Jabba the Hutt?

Why didn't the Empire build a new Death Star right away?

Can Luke swim?

Addressing these and other good questions raised by the ***Star Wars*** *trilogy was a monthly task for* ***Marvel Comics****... during its decade as Lucasfilm's comics licensee.*

Put the disco theme on the record player as we recall the first half of ***Star Wars****' 22 years in comics!*

Famed comics artist ***Frank Miller*** *provided this pin up for* ***Star Wars #43****.*

by John Jackson Miller

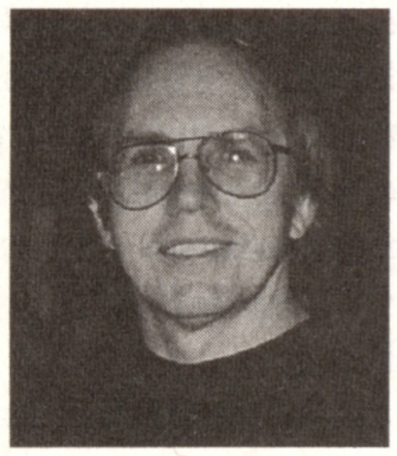
Just in the last seven years, Dark Horse's stewardship of the *Star Wars* comic-book license has resulted in more different *Star Wars* comics than in the previous 15 years combined — no mean feat, considering how much time has passed since the last new film installment left theaters. Dark Horse's comics, along with a wave of novels and products from other licensees, have played a key role in helping maintain the conceptual presence of *Star Wars* in the years until the theatrical rereleases and the first prequel.

With *Star Wars: The Phantom Menace* releasing May 19 and the next two prequel films slated for 2002 and 2005, what role will comic books play in maintaining inter-film excitement? Clues can be found in the experience of Marvel Comics, which from 1977 to 1986 likewise supplied regular doses of original *Star Wars* comics adventures to fans — and published them during the challenging periods between film releases, when creators with little foreknowledge of what the impending sequels would bring struggled, with varying levels of success, to keep things interesting without being *too* interesting.

Join us in a nostalgic look back at the first half of *Star Wars*' 22 years in American comic books: The Marvel Age!

Did Carl Barks bring *Star Wars* to Marvel?

In an essay in *Star Wars* #1, Marvel Editor Roy Thomas tells of making *American Graffiti* Director George Lucas' acquaintance in the mid-1970s. "I was an ardent admirer of that film (and had also been intrigued by his earlier, science-fiction, feature *THX-1138*). George, in turn, had expressed a desire to see the Carl Barks Uncle Scrooge McDuck painting which hangs proudly in my living room and



Roy Thomas

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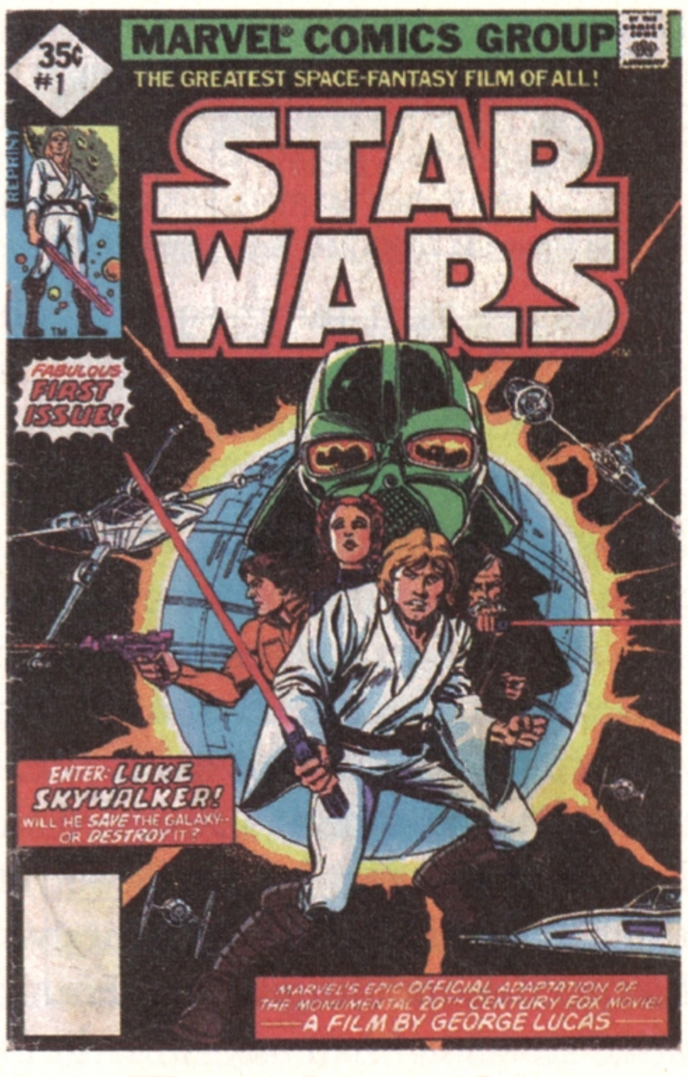
was enthusiastic about another pride and joy of mine, our late lamented $1 magazine *Unknown Worlds of Science Fiction*. We met, shared a dinner and a few anecdotes, and that was it."

Thomas said he learned from Lucasfilm representative Charles Lippincott months later that Lucas was interested in Thomas producing a *Star Wars* adaptation comic book. Thomas had known nothing of the project except the title, but when Lippincott showed him stats of production paintings from the film, "I was definitely hooked."

Stan Lee (creator of *Spider-Man* and Marvel's guiding light) gave the project the green light, Thomas said, tentatively adding it to Marvel's hectic 1977 schedule. After debate as to duration and format, a six-issue color presentation was planned.



The adaptation

#1-6: "Star Wars" Jul 77; "Six against the Galaxy" Aug 77; "Death Star!" Sep 77; "In Battle with Darth Vader" Oct 77; "Lo, the Moons of Yavin!" Nov 77; "The Final Chapter?" Dec 77. *Writer:* Roy Thomas (all). *Penciller:* Howard Chaykin (all). Inker: Chaykin (#1), Steve Leialoha (#2-5), Rick Hoberg and Bill Wray (#6). *Letterer:* Jim Novak (#1), Tom Orzechowski (#2-5), Lay & Royer (#6). *Colorist:* Marie Severin (#1-2), Leialoha (#3-4), Glynis Wein (#5), Paty (#6).

Thomas said Howard Chaykin, veteran artist of plenty of space-opera comics for several publishers, was his natural choice for artist and was likewise enthusiastic after seeing the production sketches from the film. Steve Leialoha inked issues #2-6 of the adaptation, and Tom Palmer inked the cover of the first issue based on a Chaykin poster.

Covers from issues of the adaptation were imaginative, even if half of them share the common comics-cover characteristic of depicting scenes that appear nowhere inside. (Since artists with cover assignments were frequently uninvolved with the interior stories, these situations are hardly unusual.) Issue #2 displays Luke blasting away at the creatures in the Mos Eisley cantina, although in the film Luke spends the entire battle on the floor. The Death Star blasts away at the Rebel hangar on Yavin's moon on Rich Hoberg and Dave Cockrum's cover to issue #5 in a scene the characters are probably glad never happened. Issue #6's depiction of Luke defending Leia against Darth Vader's attack while spaceships battle overhead is, likewise, a more visual interpretation of the cover blurb, "See Luke Skywalker battle Darth Vader," than a straight recreation of the film scene might have been.

Footage deleted from the original screenplay but included in the adaptation includes Luke Skywalker viewing the space battle on Tatooine and racing into Anchorhead to tell friends Fixer, Camie, and Biggs Darklighter what he's seen. (Trivia note: Luke's nickname is "Wormie.") Biggs tells Luke he's been commissioned on the *Rand Ecliptic* but later confides that he'll be jumping ship to join the Alliance. All 1977 film viewers saw of this childhood friend of Luke's, of course, was his brief, unnamed appearance in Luke's X-Wing squadron.

Of course, the most infamous film exclusion is Jabba, who appears as a yellow monkey-type with muttonchop sideburns both in the adaptation (issue #2) and in the ongoing series (issues #28 and #37). With the familiar slug-like Jabba matted into the same scene in the 1997 *Star Wars* rerelease, the change should be unknown to all future viewers — except those who collected this series!

Of rabbits and hedgehogs: The regular series begins

#7-10: "New Planets, New Perils!" Jan 78; "Eight for Aduba-3" Feb 78; "Showdown on a Wasteland World" Mar 78; "Behemoth from the World Below" Apr 78. *Writer:* Thomas (#7-9), Don Glut (#10). *Penciller:* Chaykin (all). *Inker:* Chaykin (#7), Tom Palmer (#8-10). *Letterer:* Joe Rosen (#7), John Costanza (#8-10). *Colorist:* Carl Gafford (#7), Palmer (#8-9), F. Mouly (#10).

Marvel's decision to follow the adaptation with original stories seems obviously to have been the right move, given the film's success, but experience had not been kind to earlier Marvel efforts. While Marvel had adapted several other properties during the mid-1970s glut, only sword-wielding barbarians had found any measure of success. "Continuing adventures" of SF movie heroes had fared poorly. In 1977, Marvel canceled *Logan's Run, Planet of the Apes*, and even the Jack Kirby project *2001: A Space Odyssey*.

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Producing original *Star Wars* stories as serial entertainment presented additional challenges, however. Unlike *Star Trek*, which even in its earliest TV incarnation provided nearly 70 hours of screen material for licensees to build on, writers of the *Star Wars* comics initially had to build their stories on little more than two hours of film — and, as Marvel's *2001* series demonstrated, new stories could easily be about one idea away from having no relation to the source material whatsoever.

Often, Marvel writers fleshed fleeting references into entire story arcs. The Mos Eisley cantina's barkeep refused to serve droids in the film, so Thomas and, later, Archie Goodwin further developed a theme of prejudice against "non-organics." In the first original Marvel issue, #7, Thomas placed Han Solo and Chewbacca on a planet where anti-cyborg bigotry turns violent, and the Star Warriors are required to put things right. (The Wookiee wins.)

Thomas also introduced space pirate "Crimson Jack" and his henchwoman, Jolli. Jack, who flies around in a surplus Imperial Star Destroyer (and must have a heck of a time getting a parking place), promptly purloins the reward Han received in *Star Wars*, providing Marvel's explaination of why Han never paid Jabba off before *Empire*. (Jolli, for her part, hates men with a vengeance — so naturally she falls for Han later on and is instrumental in the final battle with Jack in issue #15.)

In issues #8-9, Han and Chewie are talked into hiring a private army to rid a backwater planet of Sergi-X Arrogantus and his "Cloud-Rider" pillagers. Solo's more intriguing hirelings include Don Wan Kihotay, an old man with delusions of Jedihood; Hedji, a porcupine-man; and Jaxxon, a seven-foot-tall green rabbit. ("You can call me Jax for short, which I ain't.") Jaxxon makes one more appearance in issue #17; he later gains the dubious distinction of being the only Marvel-created *Star Wars* character forcibly put to pasture by Lucasfilm.

By issue #10, a nameless Godzilla-type enters the fray (in an issue colored by Françoise Mouly, now cartoon editor for the *New Yorker*) and Solo must use Kihotay's lightsaber to defeat the beast. "If only for a minute," he says, "I got a little feeling of what it's like to be a Jedi Knight!"

Waterworld 1978

#11-15: "Star Search!" May 78; "Doomworld!" Jun 78; "Day of the Dragon Lords!" Jul 78; "The Sound of Armageddon!" Aug 78; "Star Duel!" Sep 78. *Writer:* Archie Goodwin (all). *Penciller:* Carmine Infantino (all). *Inker:* Terry Austin (all), *Letterer:* Rosen (#11), Costanza (#12, #15), Rick Parker (#13), Denise Wohl (#14). *Colorist:* Janice Cohen (#11-15).

Thomas and Chaykin left the series after issue #10, and contributing editor Archie Goodwin took over, joined by penciller Carmine Infantino and inker Terry Austin. Goodwin, until his death in 1997, is the writer most associated with *Star Wars* in comics form. In addition to writing dozens of issues of Marvel's series, the prolific Goodwin also wrote the daily *Star Wars* comic strip with artist Al Williamson.

Archie Goodwin

It's noteworthy that Luke Skywalker doesn't appear on the cover of any non-adaptation issue — except in the corner box — until #11. Luke and the droids only appear in the series long enough to depart in search of a new location for a rebel base and promptly disappear. Goodwin's first storyline follows Han, Chewie, and Leia in their search for them. Taken captive by Crimson Jack, the searchers trick the pirate into delivering them to Luke's last reported position, the waterworld Drexel.

Luke spends many pages making like Kevin Costner, fending off sea monsters and seafaring marauders, before winding up in the service of Captain Quarg. (That's "Captain Bligh" spelled sideways.) The *Millennium Falcon* lands in the middle of a battle between Quarg's forces and the Dragon Lords, whereupon we learn that the *Falcon* does, indeed, float.

Goodwin and Infantino use half the ideas later to turn up in *Waterworld* in this storyline and for a fraction of the price. Debating points for readers included Goodwin's establishing that Luke couldn't swim and Leia could, whereas in the novel *Splinter of the Mind's Eye* Leia couldn't swim while Luke could.

Somehow, Goodwin's guess about the number of swimming pools on Tatooine is a lot more convincing!

The Rebel Wheelers

#18-23: "The Empire Strikes" Dec 78; "The Ultimate Gamble" Jan 79; "Deathgame" Feb 79; "Shadow of a Dark Lord" Mar 79; "To the Last Gladiator!" Apr. 79; "Flight into Fury!" May 79. *Writer:* Goodwin (all). *Penciller:* Infantino (all). *Inker:* Gene Day (#18, #21), Bob Wiacek (#19-20, #22-23). *Letterer:* Parker (#18), Irv Watanabe (#19), Costanza (#20-21, #23), C. Robbins (#22). *Colorist:* Cohen (#18), Gafford (#19, #23), George Roussos (#20-21), Bob Sharen (#22).

Strange as it may seem, it was almost a full year into the series before any of the Star Warriors had any substantive conflict with the Empire. Suspected by the Empire of piracy, our heroes take refuge on The Wheel, an extremely corrupt space casino where Han and Chewie are forced into service as gladiators. By the time it's revealed the Empire has been faking Rebel attacks on merchant ships, Goodwin has piled more intrigue into this six-issue storyline than any other in the entire Marvel series.

Goodwin also addressed issues relevant to the film continuity. Luke spends issues #18-21 after accidentally sensing, through The Force, the survival of You-Know-Who, who's first seen in this series in issue #21 on an idyllic planet, strangling anybody he can find who may be able to tell him who destroyed the Death Star. Vader's pursuit does bring him into a confrontation in space with Luke and crew but

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doesn't discover Luke's identity. At least, not *yet*...

Goodwin later wrote that he'd resisted bringing Vader into the series earlier, because he was "just too fine a character to let fall into the 'too much of a good thing' syndrome."

Flashbacks

#17, #24: "Crucible" Nov 78; "Silent Drifting" Jun 79. *Plot:* Chris Claremont (#17). *Writer:* Archie Goodwin (#17), Mary Jo Duffy (#24). *Penciller:* Herb Trimpe (#17), Carmine Infantino (#24). *Inker:* Al Milgrom (#17), Bob Wiacek (#24). *Letterer:* Rick Parker (#17, #24). *Colorist:* Marie Severin (#17), Petra Goldberg (#24).

Fill-in issue writers tended to delve into the movie's backstory for stand-alone tales. "Crucible," from a plot by famed *X-Men* writer Chris Claremont, shows us Luke Skywalker "bulls-eying womp rats in Beggar's Canyon back home." In "Silent Drifting," Jo Duffy has Leia relate an adventure of Obi-Wan Kenobi told to her by her father. Coincidentally, Kenobi's black Jedi garb in this 1979 tale is similar to Luke's Jedi apparel from 1983's *Return of the Jedi*.

It's tough to be a cyborg

#16, #27, #29: "The Hunter" Oct 78; "Return of the Hunter" Sep 79; "Dark Encounter" Nov 79. *Writer:* Goodwin (all). *Penciller:* Walt Simonson (#16), Infantino (#27, #29). *Inker:* Wiacek (all), *Letterer:* Wohl (#16), Costanza (#27, #29). *Colorist:* Sharen (#16), Petra Goldberg (#27), Wein (#29).

Bounty hunters and droids have always been popular with *Star Wars* fans; little surprise, then, that the best original character from Goodwin's time on the series involved elements of both. Further developing the theme of bigotry against "non-organics," Goodwin introduced Valance, a former Imperial stormtrooper whose injuries turned him into a self-loathing cyborg. None of the *Star Wars* cast even appear (except in collage) in his origin issue, in which he discovers that Luke destroyed the Death Star and determines to put an end to the "droid-lover" once and for all.

He would nearly do it, if not for the heroic intervention of See-Threepio — an act which causes a change of heart in Valance. Sparing Luke, he redirects his efforts to keeping Vader from learning Luke's identity as the destroyer of the Death Star.

Vader would have wrung the information from the only Rebel deserter from that battle (another insightful concept on Goodwin's part) if not for Valance's self-sacrificial intervention in issue #29. "The boy you seek," he tells Vader in battle, "the one with the droids... is good, and he's growing. Someday, he'll be your equal, or your better. Any delay works in his favor, increases his chances. *Any delay...*"

Letters page time warp

"Dear Archie Goodwin:

"I love, love, love what you are doing with the *Star Wars* series, but may I offer one small criticism? I feel that one of the most charming aspects of the original movie's ending was the sweet affection between Luke and Princess Leia. However, in your comic series they act more like young brother and sister than sweethearts..."

Reina A. Greene, Alexandria, Va.

(Originally published in Marvel's *Star Wars* #24, June *1979!*)

If you knew Jabba like we knew Jabba...

#28: "Whatever Happened to Jabba the Hut?" Oct 79. *Writer:* Goodwin. *Penciller:* Infantino. *Inker:* Day. *Letterer:* Costanza. *Colorist:* Wein.

Jabba sings the blues: "Marvel made a monkey out of me!"

Most notable as the only full-length story in the series featuring the "Mark I" or monkey-like Jabba, this basic space-termites-eating-the-starship story culminates in Jabba canceling Solo's debt. Just to keep things straight, Jabba reneges on that agreement in the last pre-*Empire* continuity page of the series, in issue #37.

Games of Tagge

#25-26, #30-37: "Seige [sic] at Yavin!" Jul 79; "Doom Mission!" Aug 79; "A Princess Alone" Dec 79; "Return to Tatooine" Jan 80; "The Jawa Express" Feb 80; "Saber Clash!" Mar 80; "Thunder in the Stars" Apr 80; "Dark Lord's Gambit" May 80; "Red Queen Rising!" Jun 80; "In Mortal Combat!" Jul 80. *Writer:* Goodwin (all). *Penciller:* Infantino (all). *Inker:* Day (#25, #30, #33, #35-37), Wiacek (#26, #31-32, #34). *Letterer:* Rosen (#25, #30, #34), Costanza (#26, #32-33, #35-37), Jim Novak (#31). *Colorist:* Ben Sean (#25), Goldberg (#26, #30, #32-34, #36), Gafford (#31), Nelson Yomtov (#35, #37).

Archie Goodwin provided Commander Tagge, an officer appearing in one scene on the Death Star, with a powerful family whose intrigues serve as the basis for an entire year of stories. (Fans debated whether he was the one Vader put "the squeeze" on in that scene, but the novelization and screenplay differed as to whether he or Admiral Motti felt the pinch.)

Nastiest among them is Baron Orman Tagge, a lightsaber-wielding industrialist with cybernetic vision and a vendetta against the man

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who blinded him — Darth Vader. The Baron's first plan to seize the Emperor's favor, placing a turbine-generated starbase on Yavin for surprise attacks against the Alliance base on Yavin 4, brings the intervention of Luke piloting a surplus TIE-fighter.

Possibly the only Marvel *Star Wars* comic book to actually show The Empire actively *oppressing* the general public was issue #30, in which Leia plants the seeds of revolution on one of Baron Tagge's dreary factory planets. (Curiously, life in an Imperial factory looks a lot like *THX-1138!*)

A four-issue story arc takes Luke and company back to Tatooine, where Tagge's inventor brother Silas thinks it's as good a place as any to test his powerful new freeze ray. Luke engages Baron Tagge in lightsaber combat before racing to save the Alliance space fleet from being destroyed by a larger version of the freeze ray. (It wasn't clear how spacecraft flying around in absolute zero temperatures could be given the chills… but, with all those noisy space battles going on, who notices physics?)

Vader finally learns Luke's name as the final pre-*Empire* story arc begins. (For a feeling of déjà vu, check out Dark Horse's *Star Wars: Vader's Quest* #1, to see it happen officially.) "Dark Lord's Gambit" introduces Baron Tagge's sister, Domina, whose manipulations bring both her family's enemies, Luke and Vader, to her "Order of the Sacred Circle" religious compound where combat is forbidden. Both in diplomatic roles, Luke and Vader spar only verbally until, goaded into a trap by Domina intended to kill them both, Luke wisely decides he is *not* trained for a duel with Vader and make tracks for…

#38: "Riders in the Void!" Aug 80. *Plot:* Michael Golden. *Writer:* Goodwin. *Penciller:* Golden. *Inker:* Austin. *Letterer:* Rosen. *Colorist:* Golden.

…well, a fill-in issue. A format change in Marvel's line necessitated bumping the announced start of the *Empire* adaptation by one issue, so Michael Golden contributed a beautifully rendered story of Luke and Leia's awestruck encounter with a living spaceship outside their galaxy. Golden's art included the series' first technically correct Star Destroyers, which had been impressionistically depicted by previous artists as triangular wedges or oblate slabs. Still, it's a *Star Trek* story being told here — the denizens of the *Star Wars* universe normally display a marked absence of any kind of sense of wonder when encountering alien life forms.

The Empire Strikes Back

#39-44: "The Empire Strikes Back" Sep 80; "Battleground Hoth" Oct 80; "Imperial Pursuit" Nov 80; "To Be a Jedi!" Dec 80; "Betrayal at Bespin" Jan 81; "Duel a Dark Lord" Feb 81. *Writer:* Goodwin (all). *Art:* Al Williamson (all), Carlos Garzon (all). *Letterer:* Novak (#39), Rick Veitch (#40-44). *Colorist:* Wein (all).

The first place thousands of film fans probably saw the title of the second film was in the letters column of *Star Wars* #25. Beginning with issue #39, readers got the series' take on the genuine article.

Marvel went with a single art team for the six-issue adaptation, with Al Williamson and Carlos Garzon sharing pencilling and inking duties — switching sometimes from panel to panel.

As with *Star Wars*, some material adapted in the comic book was cut from the film version. Here, it's a battle between the local Hoth wildlife and the Rebels who've recently settled there. Readers who have both the paperback edition and the comics versions of this adaptation will notice differences, as well, since some drawings in the paperback edition — such as Yoda — were based only on early production paintings. They were redrawn for the later-releasing comics, since finished film reference visuals had become available.

Text pieces and pin-ups fill out issues during this period.

Intermission

#45-50: "Death Probe" Mar 81; "The Dreams of Cody Sunn-Childe!" Apr 81; "Droid World!" May 81; "The Third Law" Jun 81; "The Last Jedi!" Jul 81, "The Crimson Forever!" Aug 81. *Writer:* Goodwin (#45, #47, #50), Wally Lombego (#46), Larry Hama (#48), Mike W. Barr (#49). *Penciller:* Infantino (#45-48), Simonson (#49-50), Williamson (#50). *Inker:* Day (#45, #47); Stone (#45); Palmer (#46, #49-50), Garzon (#48). *Letterer:* Costanza (#45), Diana Albers (#46), Parker (#47-48), Shelley Leferman (#49), Ed Stuart (#50). *Colorist:* Wein (#45-48), Don Warfield (#49-50) Christie Scheele (#49).

Although they finally had new film material to draw from, writers of the continuing series faced added challenges after *Empire*. Given *Empire*'s downbeat conclusion, the sometimes wild-and-woolly space opera tales of the Thomas/Goodwin era inevitably had to give way to more appropriately sober stories. Of greater difficulty was, as letter-writer Kevin Dooley observed in issue #47's letters column, the fact that "no definite answers can be given to the burning questions that plague the minds of fans of the *Star Wars* saga" during the three publishing years between *Empire* and its sequel. This period saw several stories altered or rejected by Lucasfilm's publications division, as writers unwittingly intruded upon story territory staked out for *Revenge of the Jedi*, as it was then called.

The series approached the beginning of this "intermission" phase tentatively, with single-issue stories that, with the exception of the inclusion of new ships and characters,

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could have appeared anywhere in the run. Goodwin, who'd stepped down as editor to handle Marvel's Epic Comics line, contributed the first post-*Empire* tale involving a souped-up Imperial probe droid. Writer Wally Lombego interrupted Lando Calrissian and Chewie's search for Han Solo with an implausible encounter with a tiny alien creature whose "inner demons" can get out and rip apart entire Star Destroyers. Goodwin sent a planet of droids into revolt, and Larry Hama put Leia and Vader in a tale of intrigue on a banking planet. Mike W. Barr found a more sympathetic failed Jedi for issue #49's story, but heavy inking and garish coloring conspired to make it nearly illegible in places.

Of all the post-*Empire* Marvel stories, only Goodwin's last story for the series, "The Crimson Forever" in double-sized issue #50, makes any substantive reference to the comics continuity established before *Empire*. ("*Star Wars* has such a sense of forward motion," said later writer Jo Duffy in a ***Comics Buyer's Guide*** interview, "with this great galactic war driving the action, that there really wasn't much impulse to cover old ground, as there might be in super-hero comics.") In "Crimson Forever," a vengeful Domina Tagge resurfaces and unleashes an infectious disease on the new Rebel base, and only through a flashback starring Han does the cast learn of a cure. Readers would see quite a few Solo flashback stories during this "intermission"…

Too good a question

#51-52: "Resurrection of Evil" Sep 81; "To Take the Tarkin" Oct 81. *Writer:* David Michelinie (all). *Penciller:* Simonson (all). *Inker:* Palmer (all). *Letterer:* John Morelli (all). *Colorist:* Warfield (all).

David Michelinie joined the editorial team with a heck of a good question: Why didn't the Empire just build another, non-vulnerable Death Star? Or a dozen of them?

As viewers of *Return of the Jedi* know, this was a prime case of the comics writer coming too close to the plans of the filmmaker. "Lucasfilm communicated through Weezy [series editor Louise Simonson] that they'd rather not do that," said Michelinie in a ***CBG*** interview. "They didn't say specifically that they'd be doing a Death Star in the next movie, but we had to assume it would be something similar."

The ambitious Michelinie storyline (which included a cadre of frightened Imperial commanders out to frag Vader, another clever idea) was altered so that only the Death Star's giant ion cannon, dubbed *The Tarkin*, remained.

What about Alderaan?

#53-54: "The Last Gift from Alderaan" Nov 81; "Starfire Rising!" Dec 81. *Writer:* Claremont (all). *Penciller:* Infantino (all), Simonson (all). *Inker:* Kupperberg (#53), Palmer (all), Frank Giacoia (#54), Al Milgrom (#54). *Letterer:* Leferman (#53), Burzon (#54). *Colorist:* Wein (all).

With all these issues to fill following *Star Wars*, it's hard to believe it took four years — and Chris Claremont — to remember to let Leia grieve over the destruction of her homeworld. Crash-landing in a *John Carter of Mars*-type story, Leia gets to dress regal in the planetary warlord's palatial court by day while unloading her grief over Alderaan on his shoulder by night. About time, but many letter-writers objected to her dalliance with the Warlord — and another with a prince back in issue #49 — as inappropriate, given Han's predicament. Clearly, many readers weren't willing to accept any social life for Leia between movies at all.

Now, Luke, on the other hand…

She's a great girl, Dad… You'll like her!

#55-63: "Plif!" Jan 82; "Coffin in the Clouds" Feb 82; "Hello, Bespin, Good-Bye!" Mar 82; "Sundown" Apr 82; "Bazarre" May 82; "Shira's Story" Jun 82; "Screams in the Void" Jul 82; "Pariah!" Aug 82; "The Mind Spider!" Sep 82. *Writer:* Michelinie (all). *Penciller, co-plotter:* Simonson (all). *Inker:* Palmer (all). *Letterer:* Rosen (#55-57, #59-62), Chiang (#58). *Colorist:* Warfield (#55, #58-59), Wein (#56-57, #60-62).

Now the series' regular scripter, Michelinie, and co-plotter Walter Simonson shrewdly delayed the search for Han Solo, as the Star Warriors looked for a new secret location for the Rebel base. "Plif!" introduced the Hoojibs, a burgeoning race of pleasant telepathic rabbits who lend their planet, Arbra, to the Alliance as an interim base.

"We got a letter from someone upset that we'd borrowed the idea for the Hoojibs from one of the Robert Heinlein juvenile novels, one I hadn't even read," Michelinie said. "If I'd known, I'd have worked some kind of tribute in the name. I had an Iron Man story with a time-delay talking bomb similar to Heinlein's 30-second bomb from *Starship Troopers*, so I called it an Anson bomb after Heinlein's middle name." The Hoojib story was later adapted into a children's record produced by another licensee, he added.

A funny two-issue story has Lando returning to Cloud City to find Ugnaughts planting, coincidentally, talking bombs everywhere in a labor dispute, and the situation goes from dire to comic after a balloon-riding Ugnaught news crew with Irish accents shows up. The storyline also introduces Shira Brie, a

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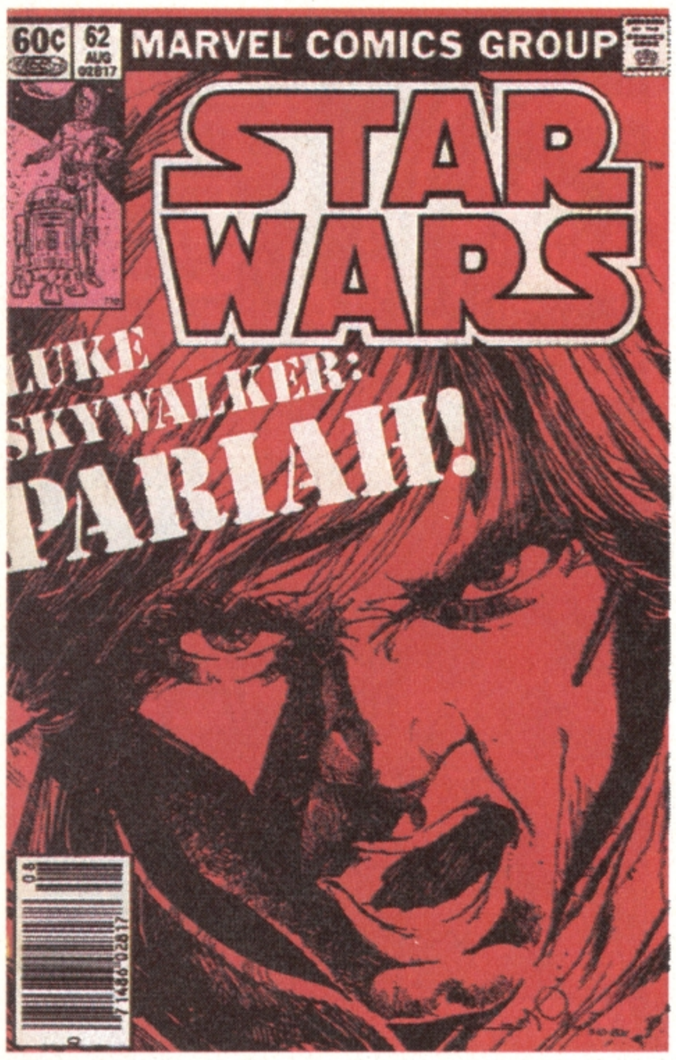
Rebel pilot whose fondness for Luke makes Leia nervous.

Michelinie and Simonson continued to alternate dramatic and comedic plots: a wildly risky attempt to hide the rebel fleet in Arbra's sun is followed by a lighthearted encounter with a triple-dealing smuggler.



All the while, the romantic bond between Luke and Shira grows, until "Screams in the Void," when Luke is guided by The Force to shoot her spaceship down. In arguably the most dramatic storyline of the series, Luke is branded a pariah for murdering Shira and is drummed out of the Rebellion, with only Chewie, his droids, and Lando (who knows what it means to be distrusted by the Alliance) willing to help him clear his name. Luke's investigations lead him inevitably to Darth Vader — and the knowledge that Luke's continued involvement with Shira would have had Vader's blessing, so to speak — so The Force steered Luke well. It's an excellent story arc and one deserving future reprinting.

#64-66: "Serphidian Eyes" Oct 82; Golrath Never Forgets!" Nov 82; "The Water Bandits!" Dec 82. *Plot:* Michael Fleisher (#64), Michelinie (#65-66), Simonson (#66). *Writer:* Michelinie (all) *Penciller:* Joe Borzowski (#64), Palmer (#65), Simonson (#66). *Inker:* Vince Colletta (#64), Palmer (#65-66). *Letterer:* Rosen (#64-65), Janice Chiang (#66). *Colorist:* Wein (all).

The more serious Shira Brie storyline completed, the series wanders into familiar territory with takes on Arthurian ("Serphidian Eyes") and Western ("The Water Bandits") genres. One of Michelinie's favorite stories from this run, "Golrath Never Forgets" includes the concept of image-recording rocks and memorably depicts how rotten being an Imperial officer has become — the more you advance, the closer you get to Darth Vader!

Looking for Han in all the wrong places

#67-72, #79: "The Darker" Jan 83; "The Search Begins" Feb 83; "Death in the City of Bone" Mar 83; "The Stenax Shuffle" Apr 83; "Return to Stenos" May 83; "Fool's Bounty" Jun 83; "The Big Con" Jan 84. *Writer:* David Michelinie (#67-69), Jo Duffy (#70-72, #79). *Penciller:* Ron Frenz (#67, #71-72, #79), Day (#68-69), Kerry Gammill (#70), Palmer (#70). *Inker:* Palmer (all). *Letterer:* Rosen (all). *Colorist:* Wein (#67-70, #79), Scheele (#71), Stan G. (#72).

With the release of *Return* of the Jedi now less than a year away, the writing staff felt more comfortable about launching the search for Han Solo in earnest. (An earlier worry, that Harrison Ford's participation in *Jedi* was in question, was no longer at issue, Duffy said.) Lucasfilm had declared Han's captor, Boba Fett, to be hands-off, so Michelinie sent the cast in search of possible Fett associates Bossk, IG-88, and Dengar, bounty hunters more familiar from their Kenner action figures than from their one scene as extras in *Empire*.

Leia chases Dengar to Fett's home planet, where encountering a Fett look-alike dashes her hopes. (The story may possibly be innovative artist Gene Day's last published work before his untimely death.)

Jo Duffy

Joining the series as writer, Jo Duffy used the search for Bossk and IG-88 to provide another flashback story involving Han Solo. (Counting *Annual* #2, that's one a year during his icy rest. Duffy said, "We couldn't show the 'popsicle' [Han in carbonite] but we found plenty of ways to work Han appearances in the story, from wanted posters to carbonite red-herrings.")

Duffy introduced a pirate band that includes Dani, a voluptuous, red-skinned woman whose unrequited interest in Luke will make the young Jedi uncomfortable for issues to come. "Return to Stenos" introduces Drebble, an insufferable swindler whose identity Lando subsequently uses whenever he's doing anything remotely questionable. When Bossk and IG-88 momentarily turn the tables on Luke and Lando in "Fool's Bounty" and prepare to carbon-freeze them as Han

The annuals

***Star Wars Annual* #1:** "The Long Hunt" 1979. *Writer:* Claremont. *Penciller:* Mike Vosberg. *Inker:* Leialoha. *Letterer:* Costanza. *Colorist:* Sharen.

Claremont's creative "The Long Hunt" drops the cast in the middle of a battle between winged warriors. Unfortunately, with its backstory built on Clone Wars history involving Kenobi, Luke's father, and Darth Vader, this story may have been overtaken by events.

***Star Wars Annual* #2:** "Shadeshine!" 1982. *Writer:* Michelinie. *Penciller:* Infantino. *Inker:* Rudi Nebres. *Letterer:* Rosen, Chiang. *Colorist:* Roussos.

In a teaser for fans missing Han between *Empire* and *Jedi*, the cast visits a planet where Han is worshipped by the locals for his past deeds. Flashback time!

***Star Wars Annual* #3:** "The Apprentice" 1983. *Writer:* Duffy. *Art:* Klaus Janson. *Letterer:* Rosen. *Colorist:* Janson.

Yoda had Jedi Students; so did Kenobi. What about Vader? When Luke refuses to take on Jedi pupils of his own — for good reason — an angry boy, Flint, seeks another teacher. Wrong move...

#92: "The Dream" Feb 85. *Writer:* Duffy. *Penciller:* Jan Duursema. *Inker:* Tom Mandrake. *Letterer:* Parker. *Colorist:* Wein.

...and it takes Luke most of this double-sized issue of the regular series to try to repair the damage done by Flint's poor choice.

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was frozen, one has to wonder how practical this method of prison transfer was. Of course, we saw what Chewie did with handcuffs in *Star Wars*...

The quest for Han continues in Duffy's "The Big Con," and Lando's attempt to flush out information about Han's location by describing him as a famous finder of rare antiquities is a clever reminder of what Harrison Ford was *really* doing between *Star Wars* movies!

No cuddly creatures!

#73: "Lahsbane" Jul 83. *Writer:* Jo Duffy (#73). *Penciller:* Ron Frenz (#73). *Inker:* Palmer (#73). *Letterer:* Rosen (#73). *Colorist:* Wein (#73).

Duffy ran into her own dilemma of second-guessing Lucas by creating the Lahsbees, a cuddly race of short, fuzzy creatures with a yen for hang gliders and a hidden mean streak. Lucasfilm required cosmetic alterations in the Lahsbees before the story was approved, Duffy said, clueing her and Editor Louise Simonson in that some from of diminutive bear creatures would appear in the upcoming film.

The Lahsbees that appeared in this issue's story were colored in pink and blue according to their gender and bore little resemblance to *Jedi*'s Ewoks apart from their height.

The home stretch

#74-78, #80: "The Iskalon Effect" Aug 83; "Tidal" Sep 83; "Artoo-Detoo to the Rescue" Oct 83; "Chanteuse of the Stars" Nov 83; "Hoth Stuff!" Dec 83; "The Big Con" Jan 84; "Ellie" Feb 84. *Writer:* Duffy (#74-77, #80), Michelinie (#78). *Penciller:* Frenz (#74-77, #80), Luke McDonnell (#78). *Inker:* Palmer (#74-77, #80), Bob Layton (#78). *Letterer:* Rosen (all). *Colorist:* Wein (all).

Return of the Jedi hit theaters May 25, 1983, but, since Marvel had decided to publish the adaptation as one of its burgeoning number of limited series in 1983, the comic-book continuity couldn't reflect the events of the film until after the mini-series ended its run. But with *Jedi* #1 cover-dated October — possibly to give the *Super Special* edition time to sell out — pre-*Return* stories continued until issue #80.

Duffy used this period to send the cast to another waterworld, Iskalon — Luke *has* learned to swim by now — to search for a Tay Vanis, a missing Rebel courier. Vanis' secret cargo goes unrevealed, as the Star Warriors' search leads them into encounters with a hot-headed water-breather named Kiro and a comic tale in which Leia poses as a nightclub singer.

Finally, in the last pre-*Jedi* story, Vanis' cargo is discovered: information tapes obtained by Bothan spies. It's implicit to viewers of *Jedi* — out six months by this time — that these tapes contain The Empire's plans for the second Death Star. "I knew they would be the Death Star plans, but I didn't want to step on Lucasfilm's toes at all by giving away one of the movie's secrets," Duffy said. Especially in light of what happened with Marvel's *Jedi* release...

The Jedi returns — but just a bit too soon!

Producing comics based on licensed properties also presented special concerns on the business side of publishing, as the premature release of Al Williamson's *Return of the Jedi* adaptation, *Marvel Comics Super Special* #27, contributed to nervous moments for Marvel. As reported in ***Comics Buyer's Guide*** #497 (May 27, 1983), comics fan Mark Hamill discovered copies on sale a month prior to the release of the film and alerted Lucasfilm. According to Carol Kalish, Marvel's direct-sales manager, Marvel representatives swung into action to get the magazine off the stands upon learning of the error. Unfortunately, this and other security lapses unrelated to the comics market resulted in the premature revelation of many of the film's secrets.

***Star Wars: Return of the Jedi* #1-4:** "In the Hands of Jabba the Hutt!" Oct 83; "The Emperor Commands!" Nov 83; "Mission to Endor!" Dec 83; "The Final Duel!" Jan 84. *Writer:* Goodwin (all). *Art:* Williamson (all), Garzon (all). *Letterer:* Ed King (all). *Colorist:* Scheele (all), Sharen (all).

The Goodwin/Williamson story, shortest of all the Marvel adaptations, was stretched to a four-issue limited series through the addition of pin-ups.

Disney World?

#81-91: "Jawas of Doom" Mar 84; "Diplomacy" Apr 84; "Sweetheart Contract" May 84; "Seoul Searching" Jun 84; "The Hero" Jul 84; "The Alderaan Factor" Aug 84; "Still Active after All These Years" Sep 84; "Figurehead" Oct 84; "I'll See You in the Throne Room" Nov 84; "The Choice" Dec 84; "Wookiee World" Jan 85. *Writer:* Duffy (#81-82, #85, #87-88, #90-91), Linda Grant (#83), Roy Richardson (#84), Randy Stradley (#86), Ann Nocenti (#89). *Penciller:* Frenz (#81-82), Bob McLeod (#83, #85-86, #88, #90), David Mazzucchelli (#84), Palmer (#87), Bret Blevins (#89), Tony Salmons (#91). *Inker:* Palmer (#81, #84-88, #90-91), McLeod (#83), Blevins (#89), Tom Mandrake (#81), several (#82). *Letterer:* Rosen (#81-82, #89), McLeod (#83), Parker (#84-88, #90), Ken Bruzenak (#91). *Colorist:* Ken Feduniewicz (#81-82), Wein (#83-86, #89, #91), Michael Higgins (#87), J. Ferriter (#88), Sharen (#90).

You've saved the galaxy. Now what do you do? Go to Disney World? Of course, they did, after a fashion... but the *Star Wars* thrill ride was still a few years off.

For Marvel staffers, the challenge was crafting interesting stories in a universe that, in late 1983, seemed to be both at equilibrium and on its creator's back burner. "Instead of having to do the Rebels versus the Empire every go-round," Duffy said in an interview in *Marvel Age* #10, "which was a great thing to do since it was a compelling storyline — we can do individual slice-of-life stories on different worlds. We can pick two, three, four, six members of our team and let them have an adventure that maybe doesn't relate to the political struggle."

For starters, Duffy sends Han and Leia back to Tatooine to reclaim funds he stashed there to pay back Jabba with. He learns, cutely enough, that his accounts have been "frozen." (Curiously, commerce in the Star Wars universe — such as the issuance of currency — appears to be completely unrelated to whichever government's in power.) The Sarlacc regurgitates Boba Fett long enough to play the black hat in "Jawas of Doom" — then swallows him again.

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Duffy also bewilders Lando by having the Alliance accidentally reward Drebble for his own heroic exploits while using his old foe's name as an alias.

Diplomacy comes to the fore, as the cast takes on the reponsibility of inviting civilizations to join the New Republic. Luke meets Kiro again on one of these journeys, and the water-breather determines to become Luke's Jedi pupil.

Leia encounters remnants of the Empire acting in concert with slavers, and Han, Lando, and Chewie encounter slavers again in "Wookie World," the series' first trip to Chewie's home planet Kazhyyyk. While this tale's idea of a villainous Wookiee is intriguing, its comics form tended toward confusion. It may not be a politically correct sentiment, but it's tough to tell one Wookiee from another!

All this galavanting around comes at a cost, as Mon Mothma and the Alliance leadership decide in "The Choice" to go ahead and start the New Republic without the input of Luke and company.

Threats old, threats new

#93-107: "Catspaw" Mar 85; "Small Wars" Apr 85; "No Zeltrons" May 85; "Duel with a Dark Lady" Jun 85; "Escape" Jul 85; "Supply and Demand" Aug 85; "Touch of the Goddess" Sep 85; "First Strike" Oct 85; "Far, Far Away" Nov 85; "School Spirit" Dec 85; "Tai" Jan 86; "Nagais and Dolls" Mar 86; "The Party's Over" May 86; "My Hiromi" Jul 86; "All Together Now" Sep 86. *Writer:* Duffy (#93-97, #99-107), Goodwin (#98). *Penciller:* Sal Buscema (#93, #102), Cynthia Martin (#94-97, #100-105, #107), Williamson (#98), Frenz (#99), Leialoha (#105). *Inker:* Palmer (#93-94), Leialoha (#95), Wiacek (#96), Art Nichols (#97, #100-102), Williamson (#98), Sam DeLaRosa (#99-100, #102), Ken Steacy (#105-106), Whilce Portacio (#107), uncredited (#104). *Letterer:* Parker (#93-94, #97, #100-103), Ed King (#98), Orzechowski (#104-107). *Colorist:* Glynis Oliver (#94-96, #98-99, #101, #104-105), Petra Scotese (#93, #97, #100, #102), M. Wrightson (#103), Daina Graziunus (#106), Elaine Lee (#107).

Duffy brings together subplots involving the slave trade and remnants of the Empire in 1985 by introducing the Nagai, a race of ninja types who serve both the Empire and Lumiya, the whip-wielding cyborg introduced in issue #88. Luke discovers in battle that Lumiya was formerly Shira Brie, who barely survived the events of issue #61 and hates him for his role in the death of Vader, but he's unable to convince her of Vader's eventual redemption.

The Nagai launch an invasion on the Alliance base on Endor's moon in the double-sized 100th issue. A half-Correllian, half-Nagai childhood friend of Han's named Bey gets caught in the middle.

As the battle with the Nagai spreads, a comical race of bipedal insects, the Hiromi, blunders into the middle of the dispute.

Japanese influences pervade this story arc, and Duffy said she felt it was in keeping with samurai story origins of *Star Wars*. "This was before the craze when every comic book had to have a ninja," she said. (The Nagai were named after Japanese comics creator Go Nagai, and the Hiromi and the planet Seiji were named after Go Hiromi and Hideki Saijo, musicians whose work Duffy said got her through late-night scripting sessions.)

By the time Duffy wrapped the storyline up in the series' final issue, she had created dozens of supporting characters and numerous races, many appearing in more

The Star titles

Marvel's foray into publishing children's comics in the mid-1980s allowed it to expand its *Star Wars* line. ***Ewoks***, possibly the only *Star Wars* comic book not to include "Star Wars" in its proper title, launched in May 1985 as one of the first Star titles. David Manak chronicled the adventures of Ewoks Wicket, Teebo, and Princess Kneesa on the wooded moon of Endor. Unlike *Return of the Jedi*, the Ewoks spoke English and battled magical foes.

In an era including Care Bears, the Getalong Gang, Smurfs, Snorks, and a host of other diminutive adventurers, there was little to distinguish *Ewoks*, and, despite being what *Marvel Age* called in 1986 "one of the Star line's most popular titles," *Ewoks* was canceled by fall of 1987.

Manak also wrote ***Star Wars: Droids***, which began an eight-issue run in 1986 in support of a Saturday-morning cartoon. C-3PO and R2-D2, whose appearances in the comic book were based on the TV series, appeared in stand-alone adventure stories taking place before the events of *Star Wars*.

Spider-Man artist John Romita Sr. was the initial artist of the series. Romita said in a 1986 interview he'd asked editors for a change-of-pace series, and, indeed, the children's title was like nothing he'd ever worked on before. "I didn't expect to be doing robots and spaceships, but it's fun," he said.

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panels than the Star Warriors themselves — particularly Chewie and the droids, who make mostly cameos in the final year.

License unrenewed

A combination of frustrations led to Marvel's cancellation of the title. Saleswise, *Star Wars* had become a middle-tier title at Marvel by the mid-1980s, topping 100,000 regularly, but was in gradual decline, and momentum of the license itself was waning. With the long-promised film "prequels" still more than a decade off — and with licensing blitzes surrounding video releases and *Shadows of the Empire* a phenomenon of the 1990s — fans found other "universes" to attract their attention.

For its part, Marvel chafed at its licensor's commandment against certain substantial plot developments that could have translated to sales. The issue of Luke and Leia's parentage was not to be addressed, Duffy said, and neither the Empire nor the Jedi Knights could be revived in any substantive manner. Also, by 1986 Marvel was seeking to free creative talents for its impending New Universe launch.

Another ongoing problem was that, by 1986, World Color Press had switched many Marvel titles to its Flexographic presses. In the early days of its application to four-color comics, Flexo often led to colors appearing garish and blotchy on the printed page. In *Star Wars*, colored inks often overpowered Cynthia Martin's minimalist pencils (and even lettering in places), making some copies difficult to read.

When the series went bimonthly with issue #103 — just as the black-and-white comics explosion was beginning — the decision to cancel the series at #107 had already been made. "I had tragic and heroic life stories left to tell with these characters," Duffy said. "I was in the middle of writing #107 when I found out I'd have to wrap everything up in one issue. I was very disappointed that readers wouldn't get to see what we had in store."

Did they "happen"?

Are these stories "canonical" in current *Star Wars* legend? The quick answer has always been no, but there have been exceptions. Some characters, such as Lumiya, from the Marvel issues have appeared in Star Wars Galaxy trading cards, for example, and Andy Mangels has incorporated some into Lucasfilm tomes cataloging the *Star Wars* universe.

The Dark Horse timeline, found in many of its current titles, includes all three films, its original series, its adaptations of book projects such as *Splinter of the Mind's Eye* and *Heir to the Empire*, and its reprint volumes of Russ Manning's and Al Williamson's comic strips. Presumably, current novels taking place after *Return of the Jedi* are, likewise, canonical. The Marvel series and the Blackthorne 3-D issues are not included in the Dark Horse timeline.

However, just as Dark Horse integrated Alan Moore's *Star Wars* stories done for Marvel UK into its line by publishing *Star Wars: Devilworlds*, the potential has always existed for the publisher to pick and choose from the Marvel chronology for repackaging, if not integration into the mythos. (Dark Horse may republish Marvel, Marvel UK, and Blackthorne *Star Wars* material, but only at Lucasfilm's discretion.)

In March 1999, Dark Horse began a six-issue monthly series, *Classic Star Wars: A Long Time Ago...*, reprinting three to four Marvel stories per issue. The 96-page reprints are in black-and-white with new color covers and are smaller in size than traditional comic books, 5¼" by 8¾". In an unusual move, however, the publisher limited the availability of these editions to comic-book stores by tying them to another of its product launches, a line of translated Italian comic-books. Under the promotion, retailers could only receive *A Long Time Ago...* equal to the quantities of the Italian comics. North American comics shops, notoriously cautious about unfamiliar merchandise and conservative already following one of their industry's downcycles, ordered only enough to guarantee perhaps 6,000 copies of *A Long Time Ago...* entering the market.

However laudable Dark Horse's intentions to support its new line by rewarding participating retailers may have been, some retailers carped at the connection of the two disparate lines — and some of the fans who Duffy has said frequently request reprints of the hard-to-find Marvel stories may have a hard time finding them. The promotion and the black-and-white odd-sized format of the reprints may suggest to some that Dark Horse's enthusiasm for the Marvel material is less than wholehearted. If so, there's nothing that wrong — or that surprising — about it: After all, Dark Horse founder Mike Richardson said in a 1997 interview that his disappointment with the *Star Wars* comics published previously is one of the things that led Dark Horse to seek the license — and to try to do them better.

There were certainly many areas for improvement in the sometimes fascinating, sometimes schizophrenic Marvel era. One of the most valid criticisms of the Marvel line remains that the stories were often better *comic-book* stories than they were *Star Wars* stories. Fans who fondly remember those issues may agree that wasn't such a bad problem to have. ❖

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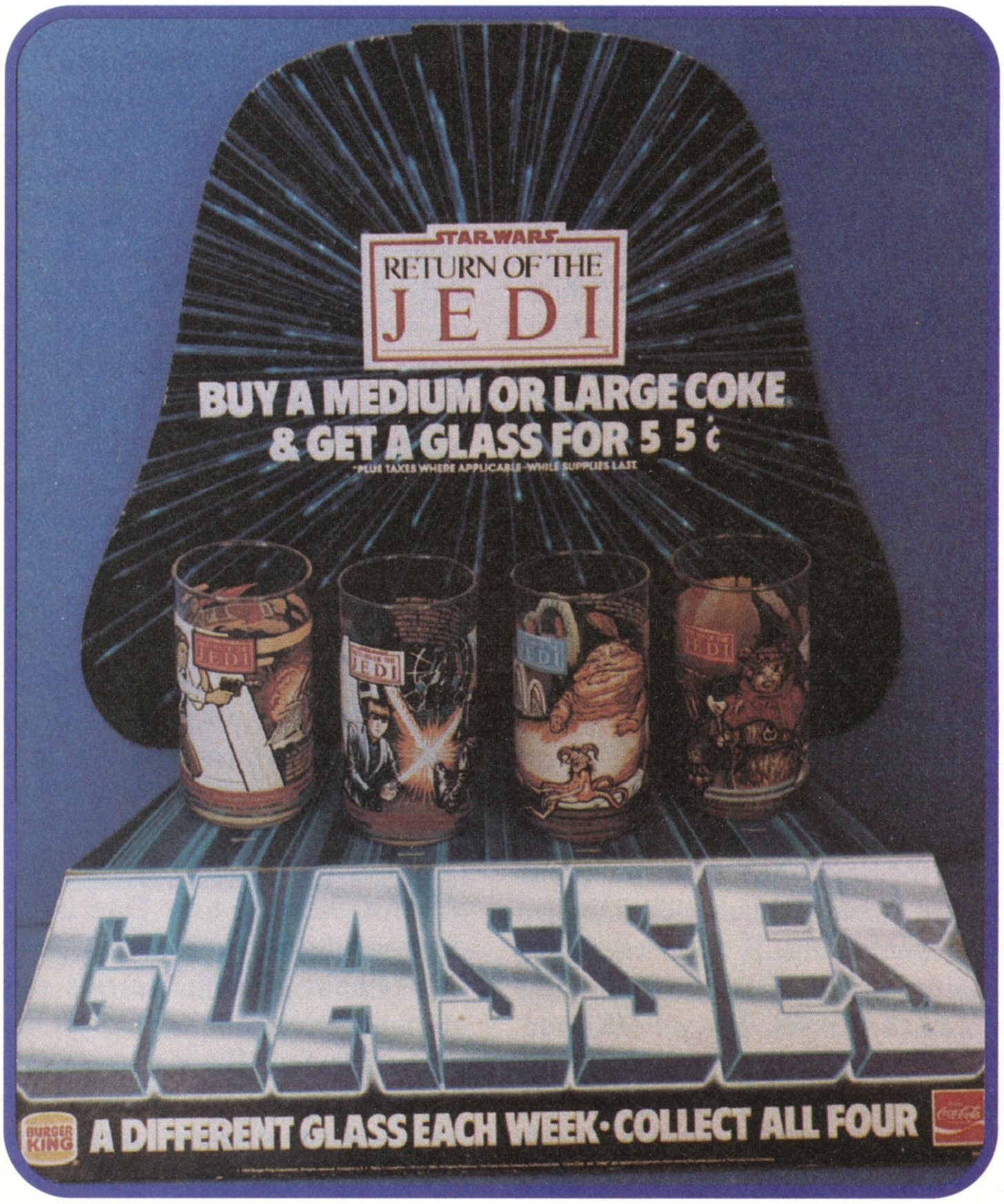
FAST FOOD FINDS

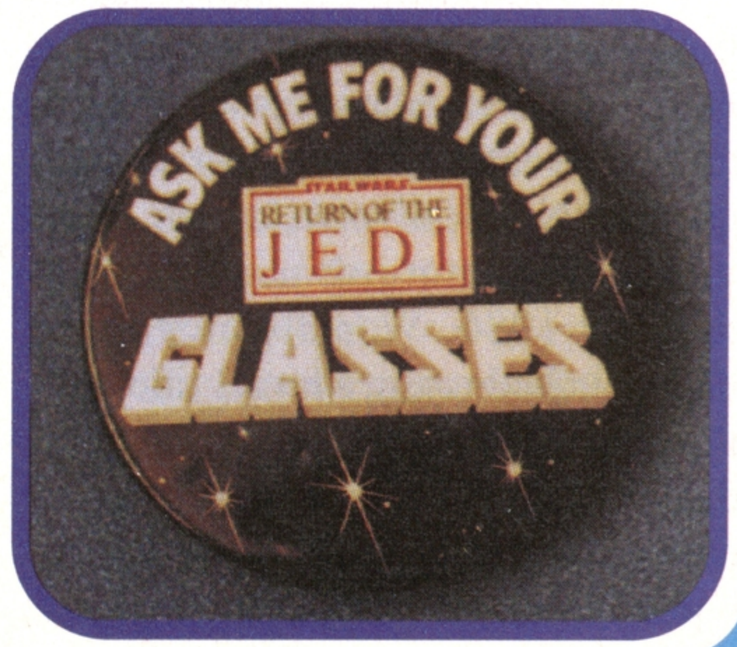
How fast? You could've picked 'em up at the drive-thru in less than twelve parsecs



by Gus Lopez

The *Star Wars* license has teamed up with fast-food promotions since the original movie premiered in 1977. With Han Solo's *Millennium Falcon* spaceship originally based on the shape of a hamburger, it seems that *Star Wars* and fast food were meant to go together.

The first chain to team up with the powerhouse *Star Wars* license was Burger King in 1977 with its collection of four *Star Wars* glasses. Each week, a new glass was offered that depicted characters and scenes from *Star Wars*. These were available with the purchase of a soft



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drink. *Star Wars* glasses sell for approximately $10 each on today's secondary market.

A wide variety of store standees, translites (translucent cels that are illuminated from behind), counter displays (which hold the glasses), mobiles, place mats, and buttons featured *Star Wars* characters. Many of these displays are highly desirable today. Larger Burger King displays from 1977, for instance, can fetch $100-300.

Burger Chef also held a *Star Wars* promotion in 1977 with seven different action trays which served as boxes for Burger Chef kids' fun meals. Some of the trays could fold into puppets, vehicles, and board games based on the movies.

The Burger King *Star Wars* promotion was such a smashing success that similar promotions were held for *The Empire Strikes Back* in 1980 and *Return of the Jedi* in 1983. Each promotion offered a set of four new glasses promoting the film and was supported by a wide variety of store displays. The glasses from *Empire Strikes Back* and *Return of the Jedi* sell today for approximately $5 each.

The Burger King *Return of the Jedi* promotion in Massachusetts used plastic tumblers with art similar to the glasses available at Burger King in other states.

In Australia, Burger King is known as Hungry Jack. Australian *Return of the Jedi* glasses were smaller than their American counterparts and featured the Hungry Jack logo. They also featured the same art as the American *ROTJ* glasses.

Nearly as impressive as the 1995 Pizza Hut cups was the signage (below).

For the most part, *Star Wars* fast-food promotions remained dormant for the next several years — until 1995, when Pizza Hut began offering *Star Wars* cups and figures at participating restaurants.

The four figures (R2-D2, C-3PO, Darth Vader, and Chewbacca) were made of plastic. The four cups showed brightly colored painted scenes from the movies featuring these four characters. Perhaps the most impressive part of this promotion was the stunning array of store displays showing all-new *Star Wars* art.

Following this promotion, Pepsi signed a multi-million dollar, multi-

The best-known Star Wars fast-food toys are Taco Bell's Special Edition movie toys from 1997 (above; display appears below).

Kid's meal boxes for Star Wars came from Pizza Hut, KFC and Taco Bell (shown below).

year contract with Lucasfilm for *Star Wars* promotions that began in early 1997. Pepsi affiliates throughout the world, like the Taco Bell, Kentucky Fried Chicken, and Pizza Hut chains, all featured *Star Wars* promotions in 1997.

Perhaps the best-known promotion was Taco Bell's release of *Star Wars Special Edition* movie toys in 1997. This promotion involved eight different kids' meal toys — made for Taco Bell by Applause — three different kids' meal boxes, a sweepstakes contest, and a slew of new *Star Wars* store displays.

A new toy was included with kids' meals each week. This collection consisted of a Trilogy Cube puzzle, a flying Boba Fett balancing toy, a magnetic floating Cloud City, a Yoda-DarthVader mirror cube, an exploding Death Star toy, an R2-D2 with Princess Leia, a *Millennium Falcon* gyro toy and a non-poseable Yoda preschool toy.

The exploding Death Star had to be recalled because of safety reasons — the sectors could fly off and hurt people — and a new and improved version of the toy was quickly introduced to replace it.

The three kids' meal boxes covered the three different *Star Wars* movies. The number of store displays and food containers produced for this Taco Bell promotion are unparalleled in *Star Wars* collecting history. There were dozens of different pieces featuring Star Wars characters, from wrappers to large outdoor banners that measured the entire length of a building.

While this promotion was under way, a lower-profile promotion was taking place at Pizza Hut restaurants. Three different posters were bundled with Pizza Hut meals for kids. Pizza Hut also offered *Star Wars* placemats and pizza boxes. There are four different pizza boxes in the set.

But some of the most interesting *Star Wars* fast-food items were not available in the continental United States.

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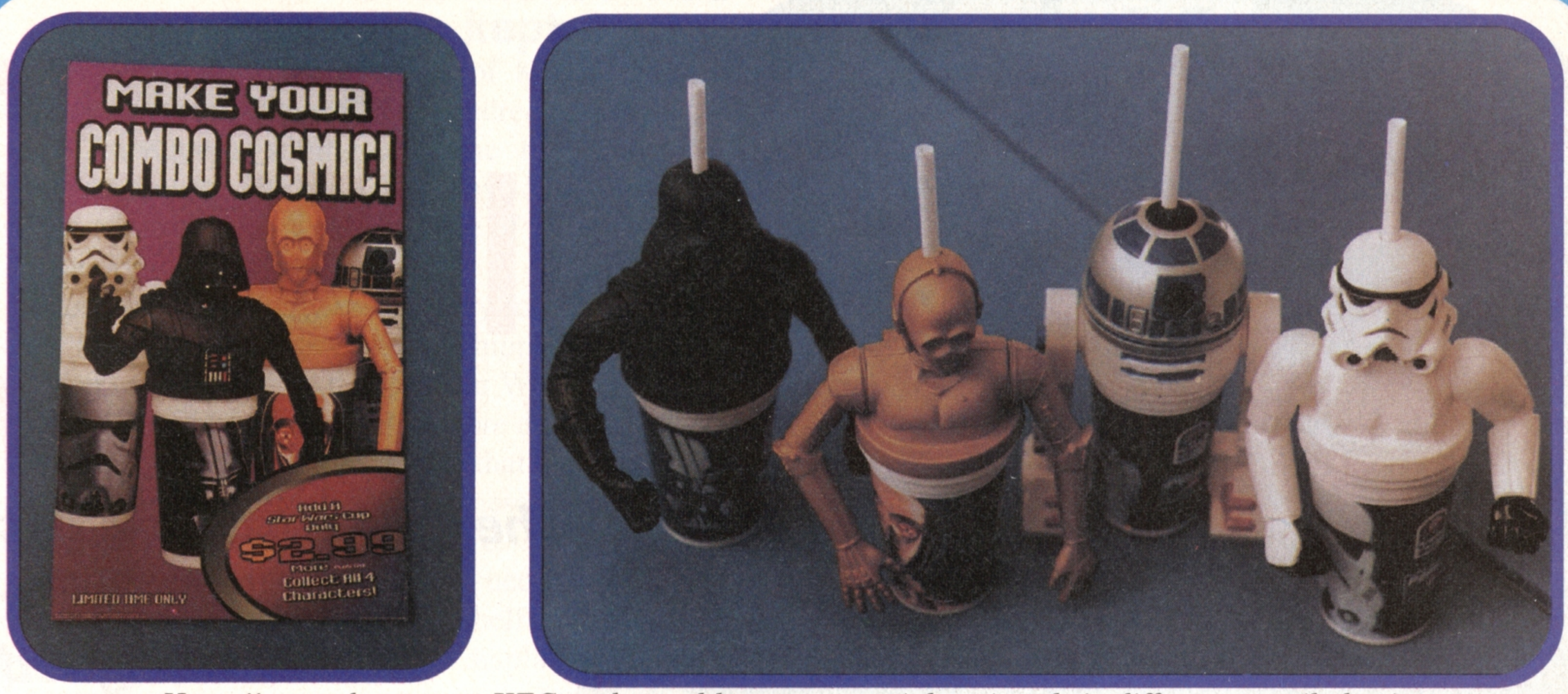
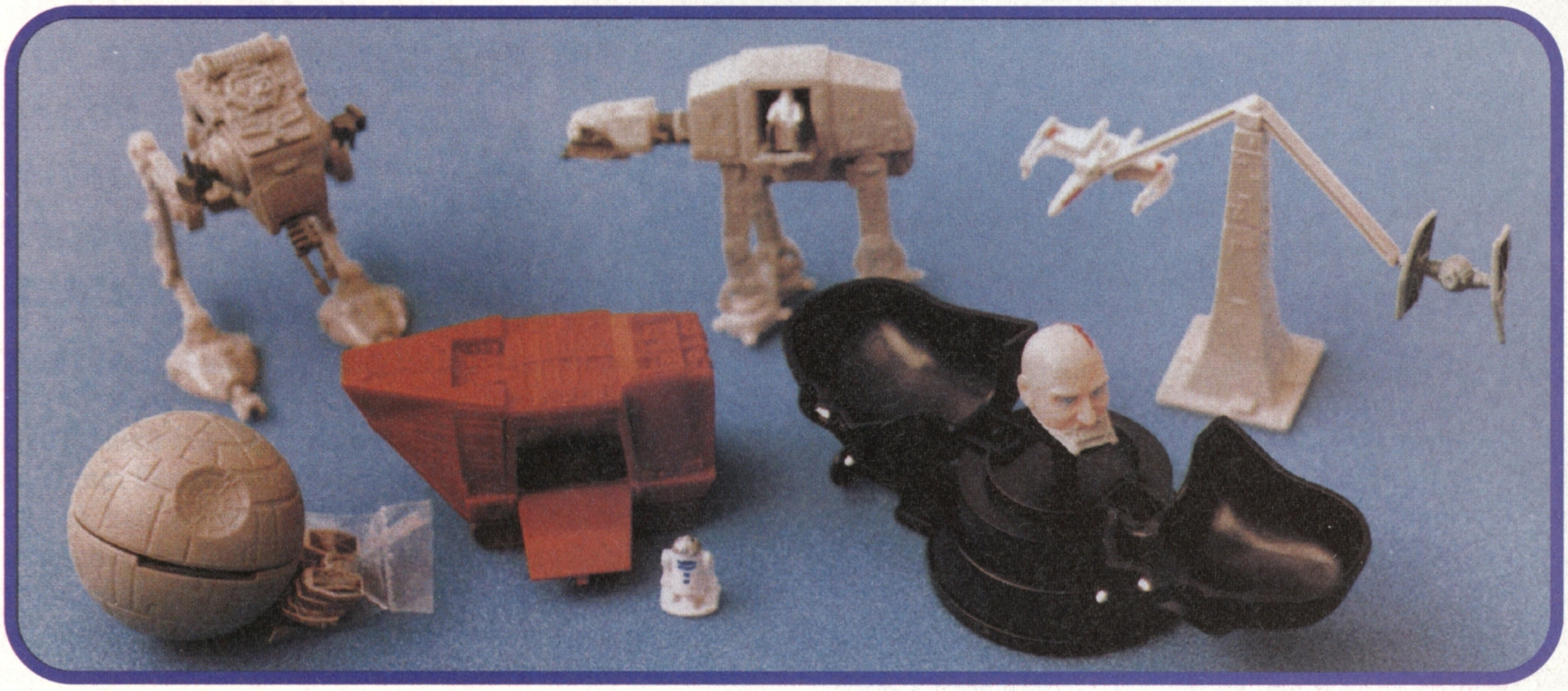


Hawaiian and overseas KFC outlets sold cup toppers (above) and six different toys (below)

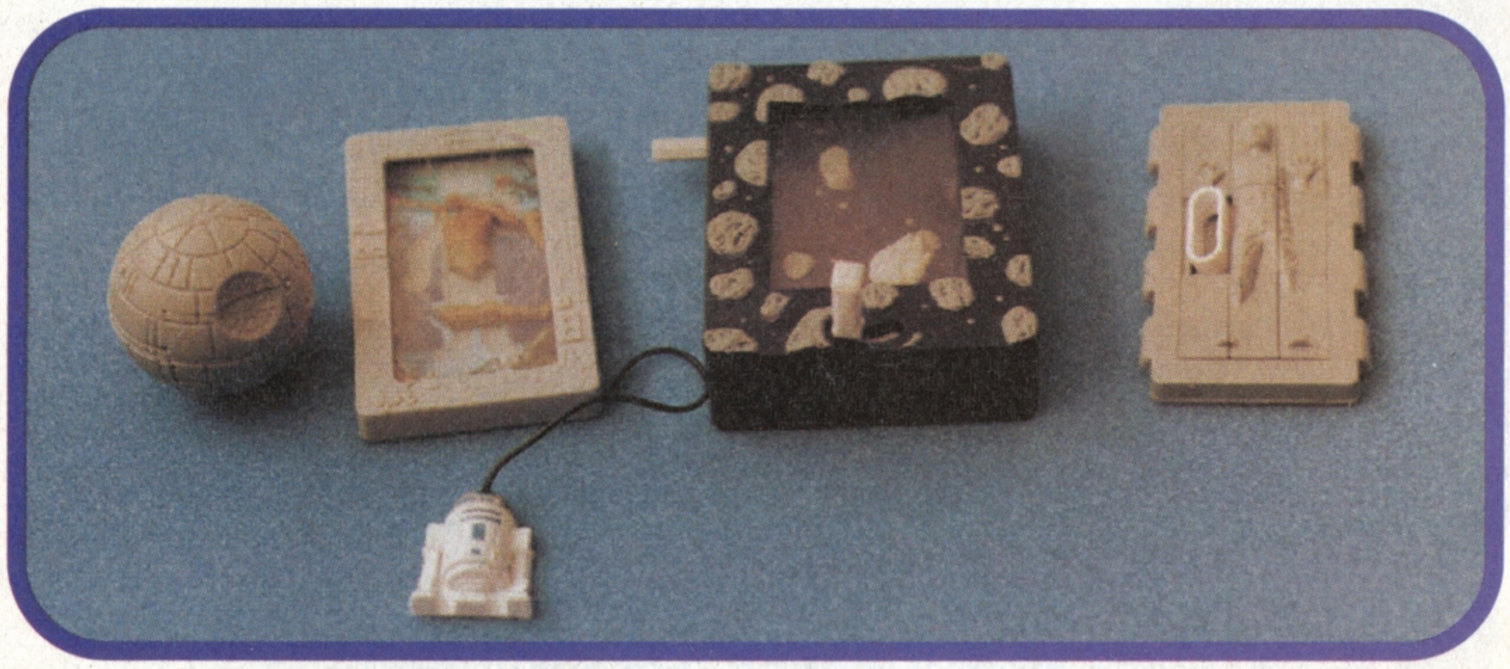


Kentucky Fried Chicken, for instance, sold fast-food toys and cup toppers at KFCs in Hawaii and at various Pepsi-affiliated food chains in other countries. These cup toppers are extraordinary! They feature the upper bodies of Darth Vader, C-3PO, R2-D2, and a Stormtrooper on a specially designed cup. The toppers are about six inches tall and have poseable arms.

The Hawaiian KFC toys were impressive. There were six toys in the set, which included a poseable AT-ST chicken walker (an appropriate toy for KFC!), a Death Star that fires cardboard TIE Fighters, a Sandcrawler with a small R2-D2 figure, an AT-AT walker, an X-Wing-TIE Fighter balancing toy, and a spinning Darth Vader toy that reveals Anakin Skywalker's face.

During this same period, other sets of kids' meal toys were offered at Pizza Hut restaurants in Canada. This set included a puzzle that snaps together to form the Death Star, a magnetic C-3PO toy, an asteroid field game where the *Millennium Falcon* ducks asteroids and a Han Carbonite puzzle which looks similar to the Kenner action figure.

With the rapidly-approaching *Episode I: The Phantom Menace*, other great *Star Wars* fast-food promotions undoubtedly lie ahead. ❖



Canadian Pizza Hut outlets offered four different toys.

for DISPLAY only

They used to just get thrown away.

Designed to be alluring, display pieces for Kenner Star Wars toys now have lots of collectors scrambling after them.

by Gus Lopez

Kenner didn't sell them. Most store owners threw them in the trash. But today, collectors pay hundreds of dollars for the store displays used to advertise the film classic *Star Wars* and its toys.

The bold *Star Wars* logo and realistic, colorful depictions of characters and spaceships make store displays well worth the search — and it is a challenging search.

In 1977, with the film's release, people were still pondering the popularity of the licensed *Star Wars* toys. So it's certain few, if any, people had the foresight to collect the boxes or stands which displayed them. That's why displays are among the most valuable and rare items in the *Star Wars* universe. Toy manufacturers, like Kenner, shipped displays to stores along with the merchandise. Since they were shipped to advertise a particular product, it was not uncommon for collectors to have originally obtained them free after the store promotion ended. Other stores simply discarded the displays, and some stores never assembled the displays at all, making it possible today to find ones in mint, unopened condition.

"Shelf talker" strips like these sit on the edge of a store shelf to advertise a product or promotion.

Few were kept

The secondary market values of Kenner *Star Wars* displays can range from $20 to hundreds of dollars, with some exceptions selling into the thousands. Most, however, sell for $100 to $300. Why so much money for a slab of cardboard or plastic? One of the major reasons is scarcity.

Most stores had only one display for all its merchandise. One display box would be shipped with a certain number of toys, such as the rare Star Wars Early Bird Set by Kenner. For every Early Bird store display, there were many Early Bird kits. Considering that the Early Bird kit itself is rare, the display holding these kits is extremely rare and could sell for $500 or more.

From 1977 to 1985, Kenner issued *Star Wars* store displays — countertop displays, shelf talkers, bins and containers, mobiles, hanging displays, and signs. Counter displays, which sit on store shelves, are one foot to two feet tall. These are a favorite among collectors with limited space, and a number of them can be displayed on a single shelf. An example of this type was the 1981 *Star Wars* re-release "Save Your Star Wars Movie Ticket" display issued by Kenner for a rebate promotion in conjunction with the movie.

Shelf talkers are thin banners of plastic or cardboard that sit on the edge of a store shelf to advertise a product or promotion. These appeal to collectors who don't have the space or budget for larger displays. Kenner made a wide variety of shelf talkers over the years; most sell today for $30-$50.

Some Kenner shelf talkers were used to dispense forms for contests and mail-away offers such as the *Return of the Jedi* "Free Poster" offer and the *Return of the Jedi* sweepstakes. These displays are worth more with a complete pad of forms intact.

Some of the most impressive store displays Kenner made were the large bins that housed pieces of merchandise. There's nothing more striking than the sight of a 20-year-old store display full of vintage *Star Wars* figures!

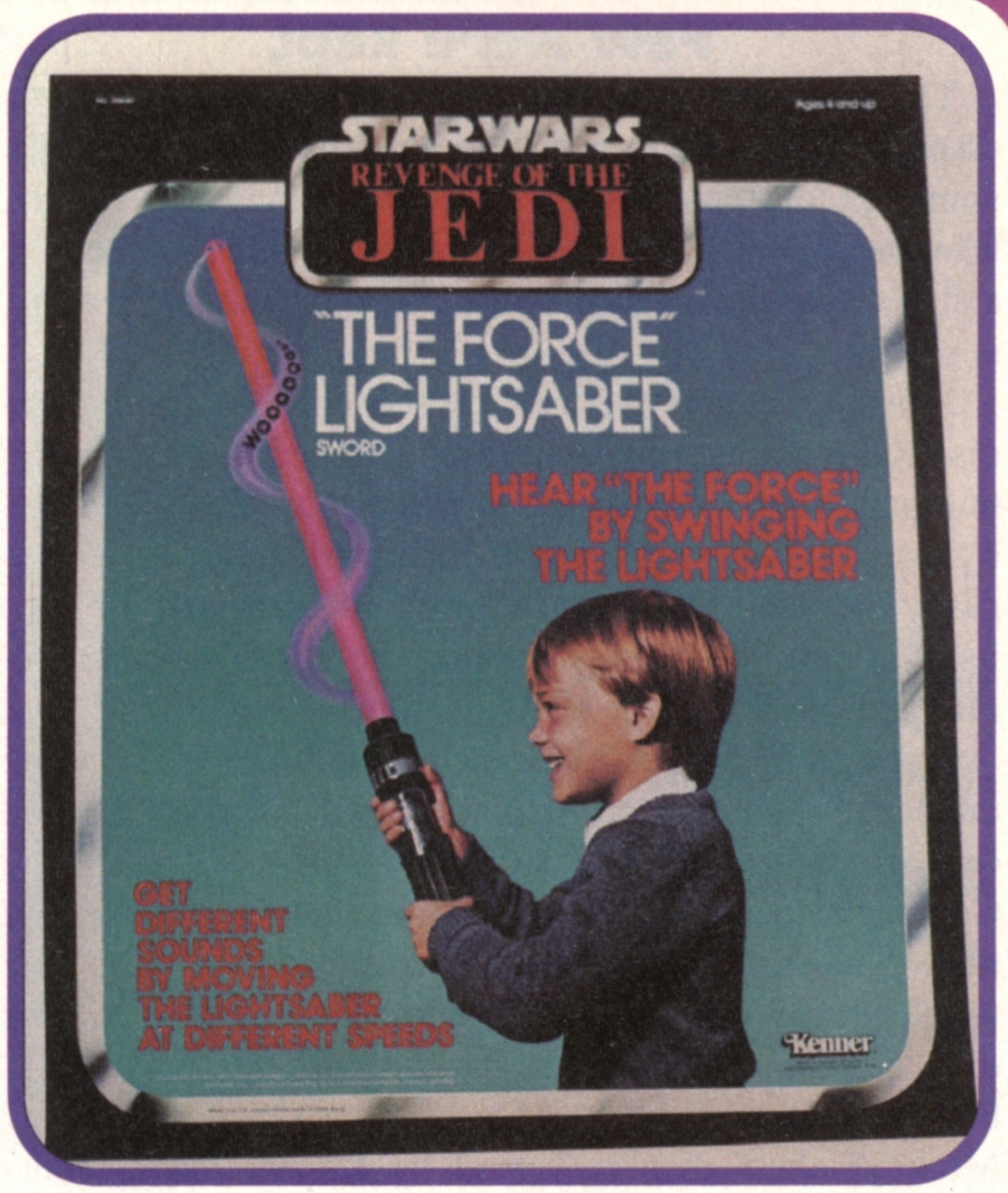
Bins are among the more impressive ***Star Wars*** *store displays. Clockwise, from top right: a* ***Jedi*** *coloring book display; a 21-figure display; an "Original 12" figure display; and a diecast toy display.*

Some of the most popular displays among action-figure collectors are the four-row bin displays from the first *Star Wars* movie. These displays featured a generic cardboard bin labeled "Star Wars Action Figures" with a plastic rack to hold 48 figures in four rows.

As new figures were added to the line, the backdrops were changed to picture the additional figures. The original backdrop had photos of the 12 figures from the initial line. That was later updated to include the 20 figures in the line along with a photo promoting Boba Fett, the legendary mail-in figure. After Boba Fett became part of the line, the backdrop was again updated to feature photos of 21 characters. Since the containers for all these displays were similar, some collectors prefer getting one bin and different headers, rather than seeking out a separate bin for each header.

This type of bin display was used by Kenner for other *Star Wars* products. For instance, the R2-D2 plush toy and the Star Wars Movie Viewer cartridges were also available in bin displays. One of the largest bin displays was the display for the die-cast "Spacecraft." These were larger than the action-figure bins.

Kenner continued using the bin displays through all of the movies. During *Return of the Jedi*, these displays were used for such items as coloring books.



One of the largest and colorful displays promoted ***"Revenge" of the Jedi*** *Lightsabers.*

Early displays are more common

Surprisingly, store displays for *Star Wars* are more common than displays for *The Empire Strikes Back* and *Return of the Jedi*. Kenner made most of its displays early in the line.

One of the easiest Kenner displays to find is the "Collect all 21" sign featuring the line-up of 21 action figures. Although it is a large display from the original line, it's so common, it can be found for less than $100-$130 in Mint condition.

Store displays are graded on condition, much like any other collectible. The displays in top shape are the ones that command the highest prices. On the other hand, some displays are so rare that it's almost impossible to discriminate on condition. For example, it's quite difficult to find a *Star Wars* 12-back bin display in any condition.

One of the largest, and perhaps most colorful, displays for the Kenner *Star Wars* toys was "The Force" Lightsaber display. A complete display held 12 child-size lightsabers. The front of the bin depicted a child wielding a lightsaber.

One of the rarest Kenner displays is the mid-1980s Power of the Force bin display, which held several racks of packaged action figures. By the time the *Star Wars* line was losing popularity during the mid-1980s, few stores were ordering new displays. So rare, the Power of the Force display might sell for $1,000 on the secondary market.

Even rarer than the Power of the Force displays are the one-of-a-kind displays that were custom-built for Kenner's Toy Fair booths. Typical Kenner Toy Fair displays consisted of large *Star Wars* movie logos and graphics. When Kenner was introducing the Power of the Force, Droids, and Ewoks lines to retailers, it promoted these lines by packaging action figures with character coins. The sample artwork for these coins was featured on huge painted displays that were several feet in diameter.

These display coins were incredibly detailed, including subtleties such as ridges along one edge. Some of these display coins for Boba Fett, Thall Joben, and Logray are in collector's hands today.

Prototypes are in circulation

Also on the high end of store-display collecting are prototype displays used for Kenner catalog photography. Before Kenner began printing new display items, designers would construct a prototype by pasting together clips and images to lay out the piece. Sometimes these paste-up displays differed significantly from the final store product. It is even amazing that any of these still exist today, but several have reached the secondary market, as well. These ultra-prototypes might sell for $2,000-$2,500, if any appear for sale.

Because collectors today are savvy to future collectibles, many new store displays are sought by collectors as soon as they hit stores. ❖

Gus Lopez *is a collector from Seattle, Wash.* and a *frequent contributor to* ***Toy Shop****. Display prices can be found in the price guide section of this edition of* ***Toy Shop Presents****.*

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CHECKLIST and PRICE GUIDE

ABOUT THE GUIDE...

Thousands of items are here in checklist format — now you'll never worry about buying duplicates again! Items are listed alphabetically by **TYPE** and then by **MANUFACTURER**. While this arrangement may seem unnecessary in areas where one producer made most of an item — like Topps in trading cards — it's very helpful in other categories, like comics and records, where there have been several licensees.

ACTION FIGURES 52
12" figures.....53
3" figures.....54
ACTION FIGURE CASES.....61
BANKS.....61
BEANBAG TOYS.....61
BISQUE FIGURES.....61
BOOKS (NON-COMICS).....61
CAST AND CREW ITEMS.....63
CEREAL BOXES, PREMIUMS 64
COINS.....65
COMIC BOOKS.....66
Blackthorne.....67
Dark Horse 67
Marvel.....72
Trade paperbacks 75
COSTUMES 76
ELECTRONICS.....76
FAST FOOD PREMIUMS 77
GAMES 77
Board games.....77
Role-playing games 78
Trading-card games.....78
MODEL ROCKET KITS 78
PAINT SETS 78
POSTERS.....78
PUZZLES.....79
RECORDS.....80
PUZZLES.....81
TOY CREATURES 82
TOY PLAYSETS 82
TOY VEHICLES.....83
TOY WEAPONS 84
TRADING CARDS.....85
WATCHES 102

Photos in the guide are illustrative and do not depict standards of condition.

Selling your collectibles: A primer

We hope the information we have given you in our pricing information has been helpful and informative. Keep in mind that the data in this issue concerning the value of your collectibles is the *opinion* of our experts. The ultimate value of your items is determined by what a given buyer is willing to pay at a given time.

The main factors affecting the value of collectibles are supply and demand. In other words, how many collectors want to own the item and how many examples of the item exist? To take that a step further, collectors desire to own items in the best condition they can afford. If examples are rare in top condition – and demand is present – values will increase, as you go up the condition scale.

There are several ways to sell collectibles:

• You can sell them to a dealer who specializes in that item — a *Star Wars* toy to a toy dealer, for example — or to a science-fiction-collectibles dealer. Such retailers may have one or more retail shops in your area and may advertise in your local newspaper or yellow pages.

• You can take the item to a collectibles show in your area. This gives you the opportunity to shop the item to many dealers under one roof. There are general collectibles shows and shows for just about every interest area. Check the community events calendar of your local newspaper.

• Purchase a classified advertisement in one of the periodicals circulated by Krause Publications, 700 E. State St., Iola, WI 54945. All of our periodicals provide a nationwide marketplace of other collectors and dealers who may be interested in your item. Moreover, classifieds in our collectibles magazines also appear on the Krause Publications Collectit.net website (http://www.collectit.net) *at no additional charge*. Or you can choose to auction the item through the Collectit.net auction service at the same Web address.

Whatever avenue you choose, remember the supply-and-demand factor for collectibles. A certain toy dealer, for example, may specialize in action figures and be less interested in games. A gaming supplies shop might not have a retail market for *Star Wars* sleep sets. Don't be discouraged, if you are turned down on your first attempt or don't get the offer you think you deserve. Remember, too, that the prices reported in this value guide are *retail prices*. These are approximate prices you can expect to *pay* when purchasing the item from a collectibles *dealer*. When buying an item, a dealer must pay wholesale prices so he can sell the item at a profit and stay in business. The percentage of retail price that shop owner will be willing to pay when buying wholesale can vary widely.

If you cannot find a buyer or if the value of your item isn't worth the effort required to place it on the market, consider passing it on to a potential new collector. A young acquaintance may be delighted to receive an old *Star Wars* comic book or other collectible and embark on a fun and educational pastime. ❖

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

ACTION FIGURES

Action figure and toy pricing data is compiled for this guide by ***Toy Shop***, Krause Publications' specialty biweekly magazine for toy collectors.

Grading information appears at right. Most prices in the guide are Mint prices, either in-box or out-of-box. For a figure in less-than-Mint condition, prices should be reduced accordingly.

These grades are also used for all "general collectibles" in the guide.

MINT IN PACKAGE (MIP) : Just like in new in original package. The box may have been opened, but inside packages remain unopened. New toys in factory-sealed boxes may command higher prices. Also known as "Mint in Box"

MINT NO PACKAGE (MNP): This is also known as "loose" condition. A toy in Mint condition but not in its original package. Also known as "Mint in Box."

NEAR MINT (NM): New in overall appearance but exhibits very minor wear and does not have the original box. An exception would be a toy that comes in kit form. A Kit in Near Mint condition would be expected to have the original box, but the box may display some wear.

EXCELLENT (EXCLT): A toy that is complete and has been played with. Signs of minor wear may be evident, but the toy is very clean and well cared for.

GOOD: A toy that obviously has been played with and shows general wear overall. Paint chipping is readily apparent. In metal toys, some minor rust may be evident. In sets, some minor pieces may be missing.

What influences a toy's value?

All toy collectors have seen it happen — toys being offered for sale at Mint prices, even though the toys themselves are far from Mint.

Maybe it's ignorance or just wishful thinking. But, whatever the reason, dealers past and present have continued to overestimate the condition of their toys. And many unassuming, or unknowledgeable, collectors have fallen victim.

At one show, a dealer had a board game priced at $150 (its book value in Mint condition). When asked why the price was so high, the dealer said, "That's what it books for in the price guides."

What the dealer failed to take into consideration, however, was that the board game he was offering was not in Mint condition — it had a water-damaged cover, broken side apron, and several prices missing. That condition probably warranted that the dealer take at least 50 percent off the game's price.

But offering lesser-condition toys for top prices is far too prevalent in the hobby — and will continue until more people become educated about how to grade toys reasonably.

Grading scales vary from dealer to dealer, publication to publication, and collector to collector. While grading is an imperfect science, there are some constants. Here are some tips to keep in mind.

1. Packaging. Most toys originally packaged on cards or in boxes command higher prices in their new, pristine condition even though they may be more beautiful outside the package. A good example of this is model kits. While the boxes may have beautiful artwork, the model itself can be stunning when assembled.

Questions to ask yourself about packaging include: Does the box exhibit shelf wear? Are the edges worn or lightened in color? Does a blister card have a crease or scratches? Is the plastic bubble perfect? Even subtle imperfections are a big factor in determining what a hardcore collector will pay.

2. Material. What is the toy made of and how sturdy is that material? For example, paper items (like boxes and coloring books) will likely exhibit some wear over time. Some wear on these items may be acceptable to collectors; major wear, however, may not. Cast-iron toys, which should have held up better over time, should be judged differently from toys made of less-sturdy construction.

3. Age of item. When was the toy originally made? A collector buying a toy from the early 1900s may be willing to accept a lesser-condition item, since so few examples may still exist (and the toy has had to survive over 90 years). But toys from the past 20 years often must be in much better condition to entice buyers, unless the toy is ultra-rare or desirable.

4. Appearance and function. These two factors are often vital to the collector, and they go hand in hand. For example, a radio-controlled R2-D2 robot may look great, but does it work as originally intended? Conversely, an X-Wing that works but is stained and scratched will be worth less than one in better condition. Some collectors, however, may not care whether a toy is operational, as long as it looks good for display purposes. These factors, however, should be taken into consideration when pricing a toy.

Some dealers can be quite arbitrary about grading scales, and "Good" condition may not mean the same thing to two dealers. Those differences can warp the market. Keeping a consistent grading system can give dealers a good reputation.

Toy Shop has adopted the above grading descriptions. Remember, however, no single grading system will apply to all toys. Some descriptions may not apply to certain toys, depending on how they are categorized, when they were produced, how they were originally packaged, and how they are collected today.

Decide what type of collector you want to be — the level of money you are willing to spend, the amount of return (if any) you hope to reap from your investments, and the amount of time you will devote to your hobby. ❖

***Sharon Korbeck** is editor of **Toy Shop** and **Toy Cars & Vehicles**.*

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For information on buying and selling memorabilia, see page 51.

12" Figures

A New Hope (Kenner)	MNP	MIP
Collector Series Edition, all released in February 1998:		
❑ Grand Moff Tarkin	15.00	20.00
❑ Greedo	15.00	20.00
❑ Luke in Ceremonial Garb	15.00	20.00
❑ Sandtrooper	15.00	20.00

Collector Series (Kenner)	MNP	MIP
Assortment 1: *All released in August 1996:*		
❑ Darth Vader	15.00	20.00
❑ Han Solo	15.00	20.00
❑ Luke Skywalker	15.00	20.00
❑ Obi-Wan Kenobi	15.00	20.00
Assortment 2: *All released in February 1997:*		
❑ Lando Calrissian	15.00	20.00
❑ Luke in Bespin Outfit	15.00	20.00
❑ Tusken Raider	15.00	20.00
Assortment 3: *All released in July 1997:*		
❑ Boba Fett	15.00	20.00
❑ Luke as X-Wing Pilot	15.00	20.00
❑ Princess Leia	15.00	20.00
❑ Stormtrooper	15.00	20.00
Assortment 4: *All released in September 1997:*		
❑ Admiral Akbar	15.00	20.00
❑ C-3PO	15.00	20.00
❑ Chewbacca	15.00	20.00
❑ TIE Fighter Pilot	15.00	20.00

Empire Strikes Back (Kenner)	MNP	MIP
❑ Boba Fett (*Empire* Box) *1979*	150.00	400.00
❑ IG-88, (*Empire* Box) *1980*	210.00	640.00

Empire Strikes Back (Kenner)	MNP	MIP
Collector Series Edition, all released in March 1998:		
❑ AT-AT Driver	15.00	20.00
❑ Han in Carbonite	15.00	20.00
❑ Han in Hoth Gear	15.00	20.00
❑ Leia in Hoth Gear	15.00	20.00
❑ Luke in Hoth Gear	15.00	20.00
❑ Snowtrooper	15.00	20.00

Return of the Jedi (Kenner)	MNP	MIP
All released Oct 1998		
❑ Barquin D'an	15.00	20.00
❑ Chewbacca (Chained)	15.00	20.00
❑ Emperor Palpatine	15.00	20.00
❑ Luke as Jedi Knight	15.00	20.00

12" Figures (cont'd)

Special Two-Packs (Kenner)	MNP	MIP
❑ Cantina Band Aliens *6 different boxes and figures available*	15.00	20.00
❑ Grand Moff Tarkin and Imperial Gunner	30.00	40.00
❑ Han and Luke in Stormtrooper Disguise	30.00	40.00
❑ Han in Hoth Gear w/Tauntaun	25.00	50.00
❑ Leia as Jabba's Prisoner and R2-D2	30.00	40.00
❑ Luke as Jedi Knight and Bib Fortuna	30.00	40.00
❑ Luke in Hoth Gear with Wampa	30.00	40.00
❑ Wedge Antilles and Biggs Darklighter	30.00	40.00

Star Wars (Kenner)	MNP	MIP
All released in1979:		
❑ Boba Fett (*Star Wars* Box)	160.00	410.00
❑ C-3PO	75.00	195.00
❑ Chewbacca	60.00	145.00
❑ Darth Vader	70.00	165.00
❑ Han Solo	150.00	310.00
❑ Jawa	110.00	270.00

Luke Skywalker 12" Figure*, $105 MNP, $290 MIP*

❑	Luke Skywalker	105.00	290.00

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MNP*= Mint, No Package.* ***MIP*** *= Mint, In Package. For a description of action-figure grading, see page 52.*

For information on buying and selling memorabilia, see page 51.

12" Figures (cont'd)

Star Wars (cont'd)	MNP	MIP
❑ Obi-Wan Kenobi	125.00	250.00
❑ Princess Leia, 1977	100.00	250.00
❑ R2-D2	60.00	155.00
❑ Stormtrooper	80.00	175.00

Trilogy Assortment (Kenner)	MNP	MIP
All released February 1998		
❑ Jawa	15.00	20.00
❑ R2-D2	15.00	20.00
❑ Yoda	15.00	20.00

Trilogy Three-Packs (Kenner)	MNP	MIP
❑ Luke w/Poncho (Tatooine), Han w/Flight Jacket, Leia in Boushh Disguise	20.00	80.00
❑ R2-D2 w/Scope, R5-D4, Ewok	20.00	80.00

3" Figures

Cinema Scene 3-Packs (Kenner)	MNP	MIP
❑ *Cantina Aliens:* Labria, Nabrun Leids, Takeel	3.00	10.00
❑ *Cantina Showdown:* Obi-Wan Kenobi, Ponda Baba, Dr. Evazan	3.00	10.00
❑ *Death Star Escape:* Luke and Han in Stormtrooper Disguise, Chewbacca	3.00	10.00
❑ *Final Jedi Duel:* Darth Vader, Luke, Emperor Palpatine	3.00	10.00
❑ *Jabba the Hutt's Dancer:* Rystall, Greeata, Lyn Me	3.00	10.00
❑ *Jedi Spirits:* Anakin Skywalker, Yoda, Obi-Wan Kenobi	3.00	10.00
❑ *Mynock Hunt:* Han, Leia, Chewbacca	3.00	10.00
❑ *Purchase of the Droids:* Luke, C-3PO, Uncle Owen	3.00	10.00
❑ *Rebel Pilots:* Wedge Antilles, B-Wing Pilot (Ten Nunb), Y-Wing Pilot	3.00	10.00

Classic 8 (Kenner)	MNP	MIP
***Wave 25**: All released in December 1998:*		
❑ Chewbacca (Hoth)	3.00	6.00
❑ Darth Vader	3.00	6.00
❑ Emperor Palpatine	3.00	6.00
❑ Luke Skywalker	3.00	6.00
❑ Obi-Wan Kenobi	3.00	6.00
❑ Princess Leia	3.00	6.00
❑ R2-D2	3.00	6.00
❑ Yoda	3.00	6.00

3" Figures (cont'd)

Dark Empire (Kenner)	MNP	MIP
***Wave 21:** All released in August 1998:*		
❑ Imperial Sentinel	3.00	6.00
❑ Luke Skywalker	3.00	6.00
***Wave 22:** All released in September 1998:*		
❑ Clone Emperor	3.00	6.00
❑ Kyle Katarn	3.00	6.00
❑ Princess Leia Organa Solo	3.00	6.00

Dark Forces (Kenner)	MNP	MIP
***Wave 24:** Released in November 1998:*		
❑ Darktrooper	3.00	6.00

Deluxe Two-Packs (Kenner)	MNP	MIP
❑ Boba Fett vs. IG-88	6.00	10.00
❑ Droopy McCool and Barquin D'an	6.00	10.00
❑ Leia and Han	6.00	10.00
❑ Leia and Luke	6.00	10.00
❑ Leia and R2-D2	6.00	10.00
❑ Leia and Wicket the Ewok	6.00	10.00
❑ Max Rebo and Doda Bodonawieedo	6.00	10.00
❑ Prince Xizor vs. Darth Vader	6.00	10.00
❑ Sy Snootles and Joh Yowza	6.00	10.00

Droids (Kenner)	MNP	MIP
All released in 1985		
❑ A-Wing Pilot	45.00	175.00
❑ Boba Fett	25.00	790.00
❑ C-3PO	25.00	110.00
❑ Jann Tosh	8.00	25.00
❑ Jord Dusat	8.00	20.00
❑ Kea Moll	8.00	35.00
❑ Kez-Iban	8.00	20.00
❑ R2-D2	25.00	85.00
❑ Sise Fromm	20.00	85.00
❑ Thall Joben	8.00	25.00
❑ Tig Fromm	18.00	80.00
❑ Uncle Gundy	8.00	20.00

Empire Strikes Back (Kenner)	MNP	MIP
❑ 2-1B *1980*	10.00	105.00
❑ 4-LOM	12.00	165.00
❑ AT-AT Commander *1980*	8.00	50.00
❑ AT-AT Driver *1981*	9.00	65.00
❑ Bespin Security Guard, black *1980*	10.00	55.00
❑ Bespin Security Guard, white *1980*	10.00	65.00

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

***MNP**= Mint, No Package. **MIP** = Mint, In Package. For a description of action-figure grading, see page 52.*

*See also categories for **Toy Creatures**, **Toy Playsets,** and **Toy Vehicles** later in this guide.*

3" Figures (cont'd)

Empire Strikes Back (cont'd)

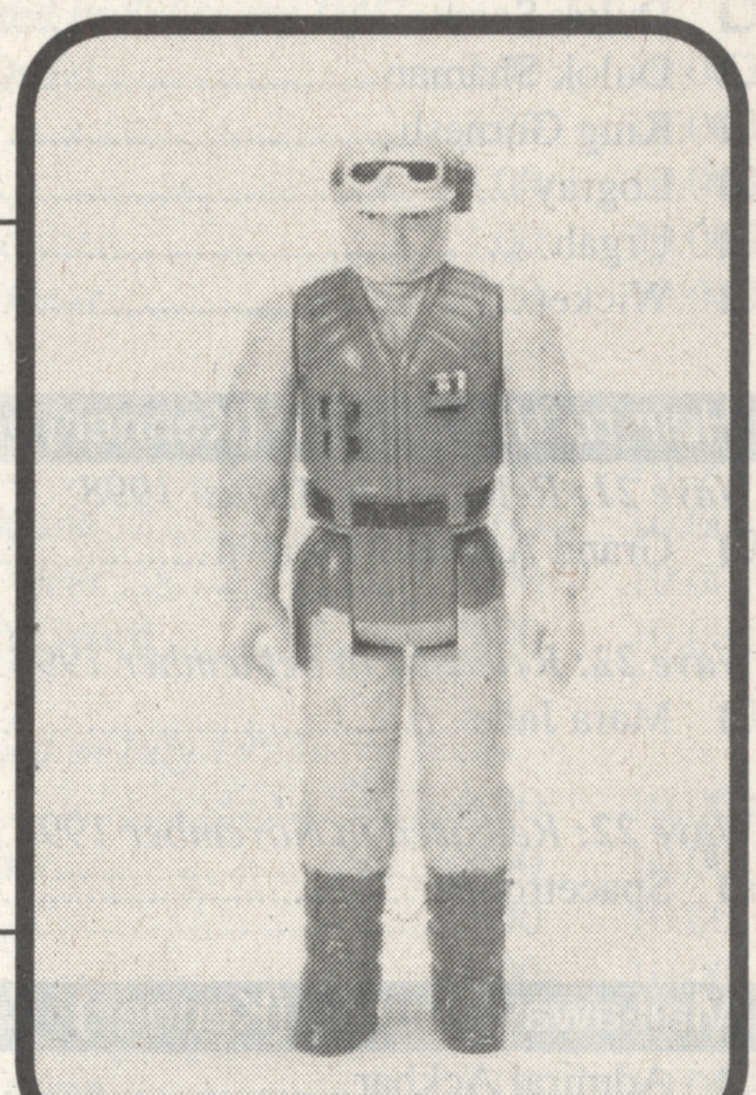
Bossk
3" figure from Kenner Empire Strikes Back Collection, 1980: $10 MNP, $105 MIP.

	MNP	MIP
❑ Bossk *1980*	10.00	105.00
❑ C-3PO w/Removable Limbs *1982*	8.00	70.00
❑ Cloud Car Pilot *1982*	18.00	65.00
❑ Dengar *1980*	8.00	55.00
❑ FX-7 *1980*	7.00	60.00
❑ Han in Bespin Outfit *1981*	12.00	130.00
❑ Han in Hoth Gear *1980*	10.00	95.00
❑ Hoth Rebel Soldier *1980*	7.00	70.00
❑ IG-88 *1980*	11.00	90.00
❑ Imperial Commander *1981*	9.00	50.00
❑ Imperial TIE Fighter Pilot *1982*	11.00	105.00
❑ Lando Calrissian *1980*	12.00	65.00
❑ Leia in Bespin Gown *1980*	20.00	105.00
❑ Leia in Hoth Gear	20.00	110.00
❑ Lobot *1981*	8.00	40.00
❑ Luke in Bespin Outfit *1980*	20.00	175.00

3" Figures (cont'd)

Empire Strikes Back (cont'd)

Luke in Hoth Gear
3" figure from Kenner Empire Strikes Back Collection, 1980: $13 MNP, $70 MIP.



	MNP	MIP
❑ Luke in Hoth Gear *1982*	13.00	70.00
❑ R2-D2 with Sensorscope	11.00	70.00
❑ Rebel Commander *1980*	8.00	40.00
❑ Snowtrooper *1980*	12.00	100.00
❑ Ugnaught *1981*	10.00	55.00

Yoda
Figure from Kenner Empire Strikes Back 3" Collection, 1981: $25 MNP, $115 MIP.

	MNP	MIP
❑ Yoda *1981*	25.00	115.00
❑ Zuckuss *1982*	12.00	90.00

Strange thought: Would Han Solo in Carbonite be an "inaction figure"?

***MNP**= Mint, No Package. **MIP** = Mint, In Package. For a description of action-figure grading, see page 52.*

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For information on buying and selling memorabilia, see page 51.

3" Figures (cont'd)

Ewoks (Kenner)	MNP	MIP
❑ Dulok Scout	8.00	16.00
❑ Dulok Shaman	8.00	20.00
❑ King Gornesh	8.00	16.00
❑ Logray	8.00	20.00
❑ Urgah	8.00	18.00
❑ Wicket	9.00	20.00

Heir to the Empire (Kenner)	MNP	MIP
***Wave 21:** Released in August 1998:*		
❑ Grand Admiral Thrawn	3.00	6.00
***Wave 22:** Released in September 1998:*		
❑ Mara Jade	3.00	6.00
***Wave 22:** Released in November 1998:*		
❑ Spacetrooper	3.00	6.00

Mail-away figures (Kenner)	MNP	MIP
❑ Admiral Ackbar	9.00	19.00
Bagged Figures		
❑ AT-AT Commander	8.00	15.00
❑ AT-ST Driver	10.00	15.00
❑ C-3PO w/Removable Limbs	8.00	15.00
❑ Han in Hoth Gear	12.00	20.00
❑ Han in Trenchcoat	14.00	20.00
❑ Luke in Hoth Gear	14.00	20.00
❑ Pruneface	9.00	15.00
❑ R2-D2 with Sensorscope	10.00	15.00
White Boxed Figures		
❑ Anakin Skywalker	30.00	40.00
❑ Emperor Palpatine	11.00	17.00
❑ Nien Nunb	8.00	20.00

Power of the Force (Kenner)	MNP	MIP
***Figures With Coins,** all released in 1985:*		
❑ A-Wing Pilot	50.00	95.00
❑ Amanaman	95.00	210.00
❑ Anakin Skywalker	30.00	2,150.00
❑ AT-AT Driver	9.00	660.00
❑ AT-ST Driver	10.00	55.00
❑ B-Wing Pilot	9.00	30.00
❑ Barada	45.00	85.00
❑ Biker Scout	12.00	85.00
❑ C-3PO w/Removable Limbs	8.00	70.00
❑ Chewbacca	9.00	95.00
❑ Darth Vader	15.00	95.00
❑ Emperor Palpatine	10.00	85.00
❑ EV-9D9	85.00	145.00
❑ Gamorrean Guard	9.00	310.00

3" Figures (cont'd)

Power of the Force *(cont'd)*	MNP	MIP
❑ Han in Carbonite	100.00	230.00
❑ Han in Trenchcoat	15.00	430.00
❑ Imperial Dignitary	45.00	75.00
❑ Imperial Gunner	65.00	120.00
❑ Jawa	14.00	80.00
❑ Lando as General Pilot	60.00	115.00
❑ Luke as Jedi Knight w/Green Saber	30.00	210.00
❑ Luke as X-Wing Pilot	10.00	90.00
❑ Luke in Battle Poncho	65.00	115.00
❑ Luke in Stormtrooper Disguise	140.00	400.00
❑ Lumat	15.00	55.00
❑ Nikto	14.00	590.00
❑ Obi-Wan Kenobi	15.00	90.00
❑ Paploo	15.00	45.00
❑ R2-D2 with Pop-Up Lightsaber	95.00	150.00
❑ Romba	35.00	55.00
❑ Stormtrooper	12.00	180.00
❑ Teebo	12.00	135.00
❑ Warok	35.00	60.00

***Wicket 3" Figure**, from Kenner 1985 Power of the Force collection, $105 MNP, $290 MIP*

❑ Wicket	20.00	165.00
❑ Yak Face	165.00	1,710.00
❑ Yoda	25.00	510.00

***MNP**= Mint, No Package. **MIP** = Mint, In Package. For a description of action-figure grading, see page 52.*

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*See also categories for **Toy Creatures**, **Toy Playsets,** and **Toy Vehicles** later in this guide.*

3" Figures (cont'd)

Power of the Force *(cont'd)*	MNP	MIP
Figures with Millennium Minted Coins		
All released in 1998		
❑ C-3PO	5.00	10.00
❑ Chewbacca	5.00	10.00
❑ Emperor Palpatine	5.00	10.00
❑ Han in Bespin Outfit	5.00	10.00
❑ Leia in Endor Gear	5.00	10.00
❑ Luke in Battle Poncho	5.00	10.00
❑ Snowtrooper	5.00	10.00
***Wave 1:** All released in July 1995*		
❑ C-3PO	3.00	10.00
❑ Chewbacca	3.00	10.00
❑ Darth Vader	3.00	10.00
❑ Han Solo	3.00	10.00
❑ Luke Skywalker	3.00	10.00
❑ Obi-Wan Kenobi	3.00	10.00
❑ Princess Leia	3.00	10.00
❑ R2-D2	3.00	10.00
❑ Stormtrooper	3.00	10.00
***Wave 2:** All released in February 1996*		
❑ Boba Fett	3.00	10.00
❑ Lando Calrissian	3.00	10.00
❑ Luke as X-Wing Pilot	3.00	10.00
***Wave 3:** All released in March 1996*		
❑ Han in Hoth Gear	3.00	10.00
❑ Luke in Dagobah Fatigues	3.00	10.00
❑ TIE Fighter Pilot	3.00	10.00
❑ Yoda	3.00	10.00
***Wave 4:** All released in June 1996*		
❑ Chewbacca Bounty Hunter Disguise	3.00	6.00
❑ Dash Rendar	3.00	6.00
❑ Han in Carbonite	3.00	6.00
❑ Leia in Boushh Disguise	3.00	6.00
❑ Luke as Jedi Knight	3.00	6.00
❑ Luke in Imperial Guard Disguise	3.00	6.00
❑ Prince Xizor	3.00	6.00
***Wave 5:** All released in October 1996*		
❑ Death Star Gunner	3.00	10.00
❑ Greedo	3.00	10.00
❑ Sandtrooper	3.00	10.00
***Wave 6:** All released in November 1996*		
❑ Jawa	3.00	10.00
❑ Luke in Stormtrooper Disguise	3.00	10.00
❑ Momaw Nadon (Hammerhead)	3.00	10.00
❑ R5-D4	3.00	10.00
❑ Tusken Raider	3.00	10.00

3" Figures (cont'd)

Power of the Force *(cont'd)*	MNP	MIP
***Wave 7:** All released in February 1997*		
❑ 2-1B Medic Droid	3.00	10.00
❑ AT-ST Driver	3.00	10.00
❑ Bossk	3.00	10.00
❑ Hoth Rebel Soldier	3.00	10.00
❑ Luke in Hoth Gear	3.00	10.00
***Wave 8:** All released in April 1997*		
❑ Bib Fortuna	3.00	10.00
❑ Emperor Palpatine	3.00	10.00
❑ Han in Endor Gear	3.00	10.00
❑ Lando as Skiff Guard	3.00	10.00
***Wave 9:** All released in July 1997*		
❑ 4-LOM	3.00	10.00
❑ Admiral Ackbar	3.00	10.00
❑ ASP-7 Droid	3.00	10.00
❑ Dengar	3.00	10.00
❑ Garindan (Long Snoot)	3.00	10.00
❑ Grand Moff Tarkin	3.00	10.00
❑ Ponda Baba	3.00	10.00
❑ Rebel Fleet Trooper	3.00	10.00
❑ Weequay Skiff Guard	3.00	10.00
***Wave 10:** All released in September 1997*		
❑ Emperor's Royal Guard	3.00	6.00
❑ Han in Bespin Outfit	3.00	6.00
❑ Leia as Jabba's Prisoner	3.00	6.00
❑ Snowtrooper	3.00	6.00
***Wave 11:** All released in October 1997*		
❑ EV-9D9	3.00	6.00
❑ Gamorrean Guard	3.00	6.00
❑ Malakili (Rancor Keeper)	3.00	6.00
❑ Nien Nunb	3.00	6.00
❑ Saelt-Marae (Yak Face)	3.00	6.00
***Wave 12:** All released in November 1997*		
❑ Luke in Ceremonial Garb	3.00	6.00
***Wave 13:** All released in January 1998*		
❑ Endor Rebel Soldier	3.00	6.00
❑ Lando as General	3.00	6.00
❑ Leia Organa in Ewok Celebration Outfit	3.00	6.00
❑ Luke in Bespin Outfit	3.00	6.00
***Wave 14:** All released in January 1998*		
❑ Biggs Darklighter	3.00	6.00
❑ Lak Sivrak	3.00	6.00
❑ Wicket and Logray	3.00	6.00

***MNP**= Mint, No Package. **MIP** = Mint, In Package. For a description of action-figure grading, see page 52.*

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3" Figures (cont'd)

Power of the Force *(cont'd)*	MNP	MIP
Wave 15: *All released in February 1998*		
❑ Captain Piett	3.00	6.00
❑ Darth Vader w/Removable Helmet	3.00	6.00
❑ Ishi Tib	3.00	6.00
❑ Zuckuss	3.00	6.00
Wave 16: *All released in March 1998*		
❑ C-3PO w/Removable Limbs and Backpack	3.00	6.00
❑ Leia w/All-New Likeness	3.00	6.00
❑ Luke w/Blast Shield Helmet	3.00	6.00
❑ R2-D2 with Datalink and Sensorscope	3.00	6.00
Wave 17: *All released in April 1998*		
❑ Ugnaught	3.00	6.00
Wave 18: *All released in May 1998*		
❑ 8-D8 Droid	3.00	6.00
Wave 19: *All released in June 1998*		
❑ Death Star Trooper	3.00	6.00
❑ Ree-Yees	3.00	6.00
Wave 20: *All released in July 1998*		
❑ Chewbacca as Boushh's Bounty	3.00	6.00
❑ Lobot	3.00	6.00
❑ Mon Mothma	3.00	6.00
❑ Orrimaarko (Prune Face)	3.00	6.00
Wave 23: *All released in October 1998*		
❑ AT-AT Driver	3.00	6.00
❑ Death Star Droid w/Mouse Droid	3.00	6.00
❑ Leia in Hoth Gear	3.00	6.00
❑ Pote Snitkin	3.00	6.00
Wave 26: *All released in April 1999*		
❑ Anakin Skywalker	3.00	6.00
❑ Aunt Beru	3.00	6.00
❑ C-3PO, Shop Worn	3.00	6.00

Promotional figures	MNP	MIP

Pricing varies as not all figures were packaged. See also listings under ***Action Figures: Mail-away.***

❑ B'omarr Monk *1997*	10.00	
❑ Figrin D'an (Cantina Band Member)	15.00	
❑ Han in Stormtrooper Disguise	15.00	
❑ Mace Windu *1999*	5.00	10.00
❑ Muftak and Kabe	10.00	20.00

3" Figures (cont'd)

Promotional figures *(cont'd)*	MNP	MIP

Obi-Wan Kenobi Spirit *3" promotional figure from Kenner, 1997: $15 MN..*

❑ Obi-Wan Kenobi Spirit *1997*	15.00	
❑ Oola and Salacious Crumb *1998*	10.00	15.00

STAP and Battle Droid*, promotional figure from Kenner, 1999: $10 MNP, $15 MIP.*

❑ STAP and Battle Droid *1999*	10.00	15.00

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MNP*= Mint, No Package.* ***MIP*** *= Mint, In Package. For a description of action-figure grading, see page 52.*

*See also categories for **Toy Creatures**, **Toy Playsets,** and **Toy Vehicles** later in this guide.*

3" Figures (cont'd)

Return of the Jedi (Kenner)	MNP	MIP
❑ 8D8	9.00	35.00
1983		
❑ Admiral Ackbar	9.00	30.00
1983		
❑ AT-AT Commander	9.00	25.00
❑ AT-ST Driver	10.00	30.00
❑ B-Wing Pilot	9.00	20.00
❑ Bib Fortuna	14.00	35.00
❑ Biker Scout	12.00	40.00
1983		
❑ Chief Chirpa	10.00	30.00
1983		
❑ Emperor Palpatine	10.00	45.00
1983		
❑ Emperor's Royal Guard	12.00	55.00
❑ Gamorrean Guard	9.00	30.00
1983		
❑ General Madine	10.00	40.00
1983		
❑ Han in Trenchcoat	15.00	40.00
1984		
❑ Klaatu	10.00	20.00
1983		
❑ Klaatu in Skiff Guard Outfit	13.00	35.00
1983		
❑ Lando Calrissian	13.00	35.00
1983		
❑ Leia in Battle Poncho	25.00	45.00
1984		
❑ Leia in Boushh Disguise	16.00	45.00
1983		
❑ Logray	11.00	30.00
1983		
❑ Luke as Jedi Knight, Blue Saber	45.00	165.00
1983		
❑ Luke as Jedi Knight, Green Saber	30.00	85.00
1983		
❑ Lumat	25.00	40.00
1983		
❑ Nien Nunb	8.00	30.00
1983		
❑ Nikto	14.00	25.00
1984		
❑ Paploo	25.00	45.00
❑ Pruneface	9.00	25.00
1984		
❑ Rancor Keeper	10.00	20.00
1984		
❑ Rebel Commander	8.00	25.00
1983		
❑ Rebel Commando	9.00	25.00
1983		

3" Figures (cont'd)

Return of the Jedi (cont'd)	MNP	MIP
❑ Ree-Yees	8.00	25.00
1984		
❑ Squid Head	13.00	30.00
❑ Sy Snootles and the Rebo Band	30.00	180.00
1985		
❑ Teebo	12.00	30.00
❑ Weequay	8.00	20.0
❑ Wicket	20.00	40.00

Sears Exclusive (Kenner)	MINT
❑ Snaggletooth, Blue Body	200.00
1978	

Star Wars Early Bird (Kenner)	MNP	MIP
All produced in 1977		
❑ Luke, Leia, R2-D2, Chewbacca	220.00	610.00

Star Wars Original 12 (Kenner)	MNP	MIP
All produced in 1977, but most released 1978.		
❑ C-3PO	12.00	125.00
❑ Chewbacca	9.00	220.00
❑ Darth Vader	15.00	230.00
❑ Death Squad Commander	10.00	175.00
❑ Han Solo, large head	18.00	620.00
❑ Han Solo, small head	25.00	580.00
❑ Jawa, cloth cape	14.00	220.00
❑ Jawa, vinyl cape	250.00	3200.00
❑ Luke Skywalker	30.00	320.00
❑ Luke w/Telescoping Saber	220.00	4410.00

Obi-Wan Kenobi
3" figure from Kenner Star Wars Original 12, 1977: $15 MNP, $185 MIP.

❑ Obi-Wan Kenobi	15.00	185.00

***MNP**= Mint, No Package. **MIP** = Mint, In Package. For a description of action-figure grading, see page 52.*

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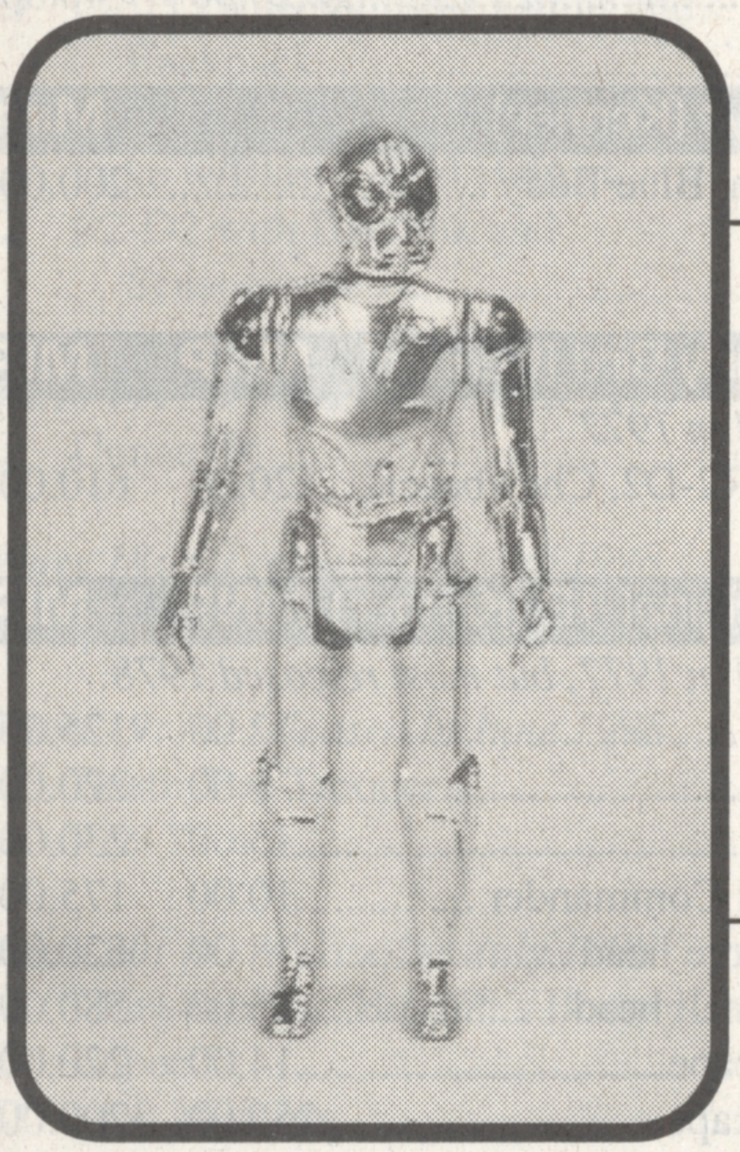
3" Figures (cont'd)

Star Wars Original 12 *(cont'd)*	MNP	MIP
❑ Princess Leia	35.00	250.00
❑ R2-D2	12.00	175.00
❑ Stormtrooper	12.00	230.00
❑ Tusken Raider	15.00	230.00

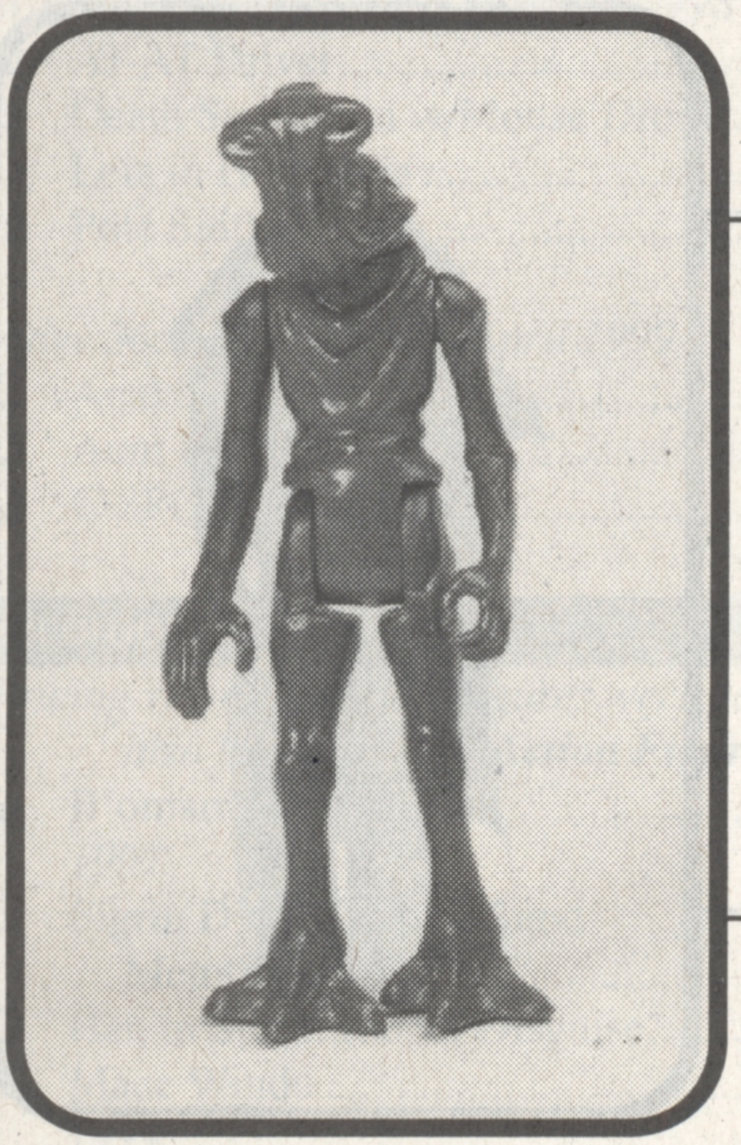
Star Wars Second 8 (Kenner)	MNP	MIP

All released in 1978



Death Star Droid
3" figure from Kenner Star Wars Second 8, 1978: $12 MNP, $155 MIP.

❑	Death Star Droid	12.00	155.00
❑	Greedo	10.00	115.00



Hammerhead
3" figure from Kenner Star Wars Second 8, 1978: $9 MNP, $150 MIP.

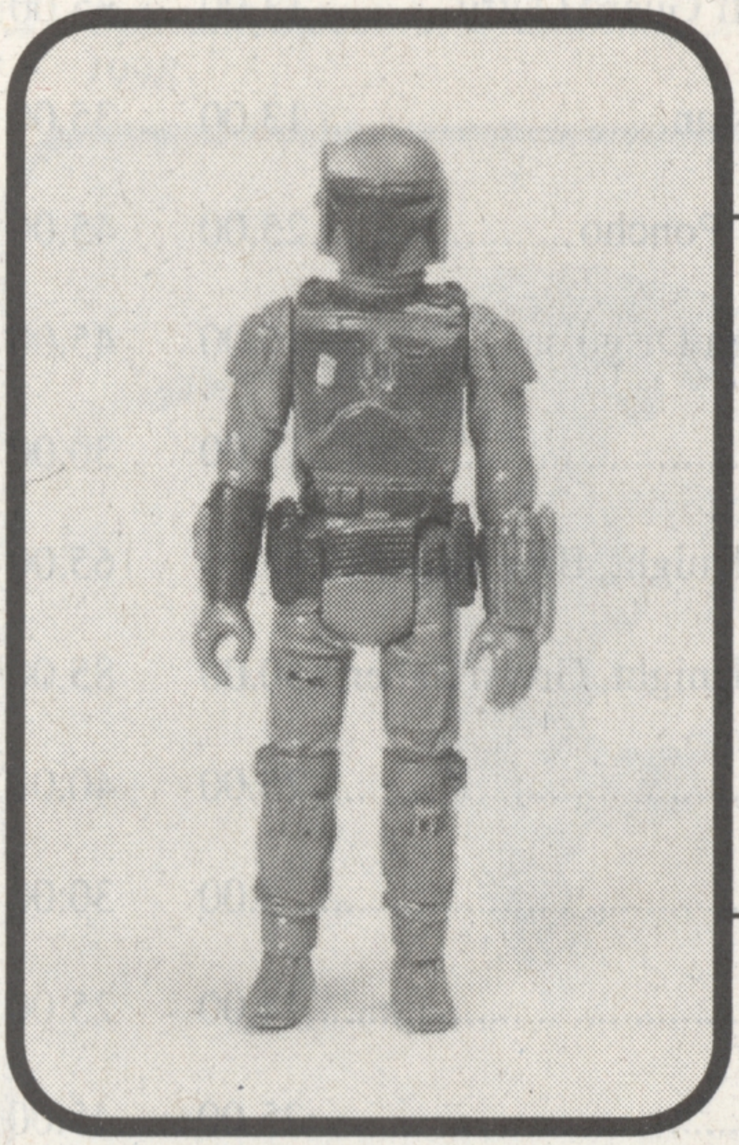
❑	Hammerhead	9.00	150.00

3" Figures (cont'd)

Star Wars Second 8 (Kenner)	MNP	MIP
❑ Luke as X-Wing Pilot	10.00	130.00
❑ Power Droid	8.00	125.00
❑ R5-D4	12.00	130.00

Snaggletooth, red body
3" figure from Kenner Star Wars Second 8, 1978: $10 MNP, $160 MIP.

❑	Snaggletooth, red body	10.00	160.00
❑	Walrus Man	11.00	135.00



Boba Fett
3" figure from Kenner Star Wars Second 8, 1978: $20 MNP, $920 MIP.

❑	Boba Fett *Released in 1979, counted as 21st Star Wars figure*	20.00	920.00

ACTION FIGURE ACCESSORIES

		MNP	MIP
❑	Tri-Pod Cannon *1983*	9.00	20.00

MNP *= Mint, No Package.* ***MIP*** *= Mint, In Package. For a description of action-figure grading, see page 52.*

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ACTION FIGURE CASES

Empire Strikes Back (Kenner)	MNP	MIP
❑ Darth Vader	10.00	35.00
1982		
❑ Mini Figure	10.00	30.00
1980		

Return of the Jedi (Kenner)	MNP	MIP
❑ C-3PO	17.00	40.00
1983		
❑ Darth Vader, with three figures	11.00	210.00
1983		
❑ Laser Rifle	15.00	35.00
1984		

Star Wars (Kenner)	MNP	MIP
❑ 24-Figure	15.00	45.00

ACTION FIGURE DISPLAYS

Empire Strikes Back (Kenner)	MNP	MIP
❑ Display Arena	25.00	105.00
1980		

Star Wars (Kenner)	MNP	MIP
❑ Action Figure Display Stand Mail-In Premium	40.00	300.00
1977		

BANKS

	Good	Exclt	Mint
❑ Yoda, lithographed tin with combination dials	11.00	16.00	25.00

(Adam Joseph)	Good	Exclt	Mint
All released in 1983			
❑ Wicket	7.00	10.00	20.00
❑ Darth Vader	9.00	13.00	20.00
❑ Emperor's Royal Guard	9.00	13.00	20.00
❑ Gamorrean Guard	30.00	50.00	100.00
❑ Kneesaa	7.00	10.00	20.00
❑ R2-D2	7.00	10.00	20.00

(Leonard Silver)	Good	Exclt	Mint
❑ Darth Vader, silver plated	45.00	65.00	95.00
1981			

(Roman)	Good	Exclt	Mint
All released in 1977			
❑ C-3PO, ceramic	25.00	50.00	75.00
❑ Darth Vader, ceramic	50.00	75.00	95.00
❑ R2-D2, ceramic	25.00	35.00	55.00

Banks (cont'd)

(Sigma)	Good	Exclt	Mint
All released in 1983			
❑ Chewbacca	25.00	35.00	55.00
❑ Jabba the Hutt	25.00	35.00	55.00
❑ Yoda	25.00	35.00	55.00

BEANBAG TOYS

(Hasbro)	Mint
All released in 1998	
❑ C-3PO	6.00
❑ Cantina Band Member	6.00
❑ Chewbacca, first version	10.00
❑ Chewbacca, second version	6.00
❑ Jabba the Hutt	6.00
❑ Jawa	6.00
❑ Max Rebo	6.00
❑ R2-D2	6.00
❑ Salacious Crumb	6.00
❑ Wampa	6.00
❑ Wicket	6.00
❑ Yoda	6.00

BEDDING

	Good	Exclt	Mint
❑ Darth Vader Pillow	9.00	13.00	20.00
1983			
❑ Yoda Sleeping Bag	16.00	23.00	35.00

BISQUE FIGURES

(Towle/Sigma)	Good	Exclt	Mint
All released in 1983			
❑ Boba Fett	30.00	45.00	65.00
❑ Darth Vader	30.00	45.00	65.00
❑ Galactic Emperor	20.00	30.00	40.00
❑ Gamorrean Guard	20.00	30.00	40.00
❑ Han Solo	25.00	35.00	50.00
❑ Lando Calrissian	30.00	45.00	65.00
❑ Luke Skywalker	30.00	45.00	65.00

BOOKS (non-comics)

Grading for paper collectibles follows conventions for ***Comic books*** *(see). For comic-book trade paperback collections, see* ***Comics (TPBs)****.*

	Good	Fine	NMint
❑ Burger Chef Fun Book	6.00	8.00	12.00
1978			
❑ Empire Strikes Back Coloring Book	5.00	7.00	15.00
1980			
❑ Return of the Jedi Coloring Book	2.00	4.00	8.00
1984			

MNP*= Mint, No Package.* ***MIP*** *= Mint, In Package. General collectible grades:* ***Good****, Excellent* ***(Exclt)****, and* ***Mint****.*

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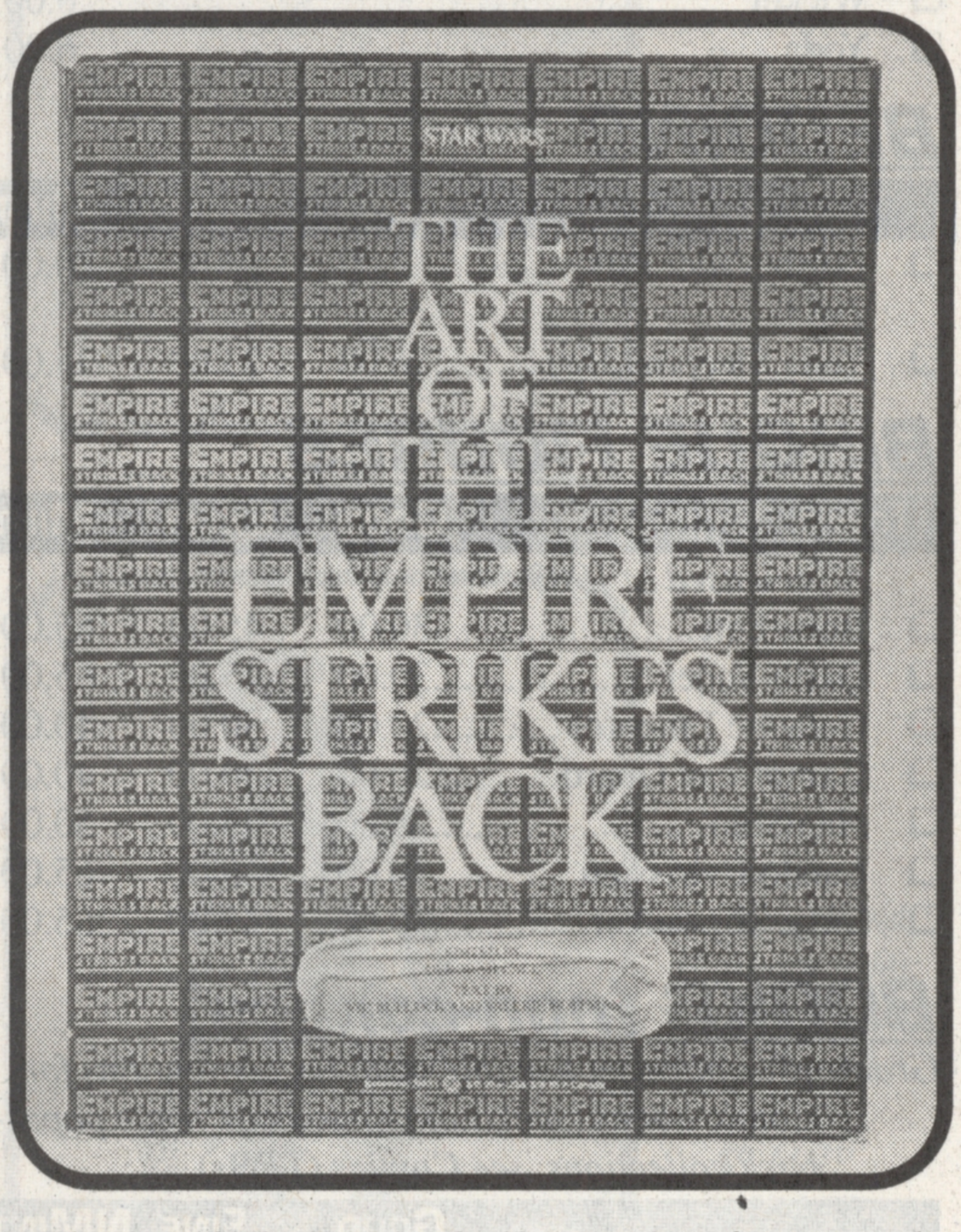
Books (non-comics) (cont'd)

(Ballantine)	Good	Fine	NMint
❑ The Art of *Star Wars*	4.00	10.00	20.00
Softcover trade paperback, 1979			
❑ *The Empire Strikes Back* Sketchbook	14.00	20.00	30.00
1980			
❑ My Jedi Journal	7.00	10.00	15.00
❑ *Return of the Jedi* Sketchbook	11.00	16.00	20.00
1983			
❑ *Star Wars* Sketchbook	14.00	15.00	20.00
1977			

(Craft Master)	Good	Fine	NMint
❑ *Star Wars* Poster Art Coloring Set	9.00	13.00	20.00
1978			

(Del Rey)	Good	Fine	NMint



***The Art of The Empire Strikes Back**, softcover trade paperback from Del Rey, 1980: $20 Mint.*

❑ The Art of *The Empire Strikes Back*	4.00	10.00	20.00
Softcover trade paperback, 1980			
❑ The Art of *Return of the Jedi*	4.00	10.00	20.00
Hardcover, 1983			

Books (non-comics) (cont'd)

(Happy House)	Good	Fine	NMint
All released in 1983			
❑ *Return of the Jedi* Activity Book	5.00	7.00	12.00
❑ *Return of the Jedi* Maze Book	2.00	4.00	8.00
❑ *Return of the Jedi* Monster Activity Book	2.00	4.00	8.00
❑ *Return of the Jedi* Picture Puzzle Book	2.00	4.00	8.00
❑ *Return of the Jedi* Word Puzzle Book	5.00	7.00	10.00

(Kenner)	Good	Fine	NMint
❑ Chewbacca & C-3PO Coloring Book	2.00	4.00	8.00
❑ Chewbacca & Leia Coloring Book	2.00	4.00	8.00
❑ Chewbacca, Han, Leia & Lando Coloring Book	2.00	4.00	8.00
❑ Darth Vader & Stormtroopers Coloring Book	2.00	4.00	8.00
❑ Ewoks Coloring Book	7.00	10.00	15.00
1983			
❑ Lando Fighting Skiff Guard Coloring Book	2.00	4.00	8.00
1983			
❑ Lando in Falcon Cockpit Coloring Book	2.00	4.00	8.00
1983			
❑ Luke Skywalker Coloring Book	2.00	4.00	8.00
❑ Max Rebo Coloring Book	7.00	10.00	15.00
1983			
❑ R2-D2 Coloring Book	2.00	4.00	8.00
❑ Yoda Coloring Book	2.00	4.00	8.00

(Random House)	Good	Fine	NMint
❑ Chewbacca's Activity Book	3.00	5.00	10.00
❑ *Empire Strikes Back* Panorama Book	15.00	20.00	30.00
❑ *Empire Strikes Back* Pop-Up Book	10.00	15.00	25.00
1980			
❑ Escape from the Monster Ship Book	6.00	8.00	12.00
1985			
❑ Fuzzy as an Ewok	6.00	8.00	12.00
1985			
❑ How the Ewoks Saved the Trees	6.00	8.00	12.00
1985			

Paper collectible grades: **Good**, **Fine**, and Near Mint (**NMint**). See page 66 for more on paper collectible grading.

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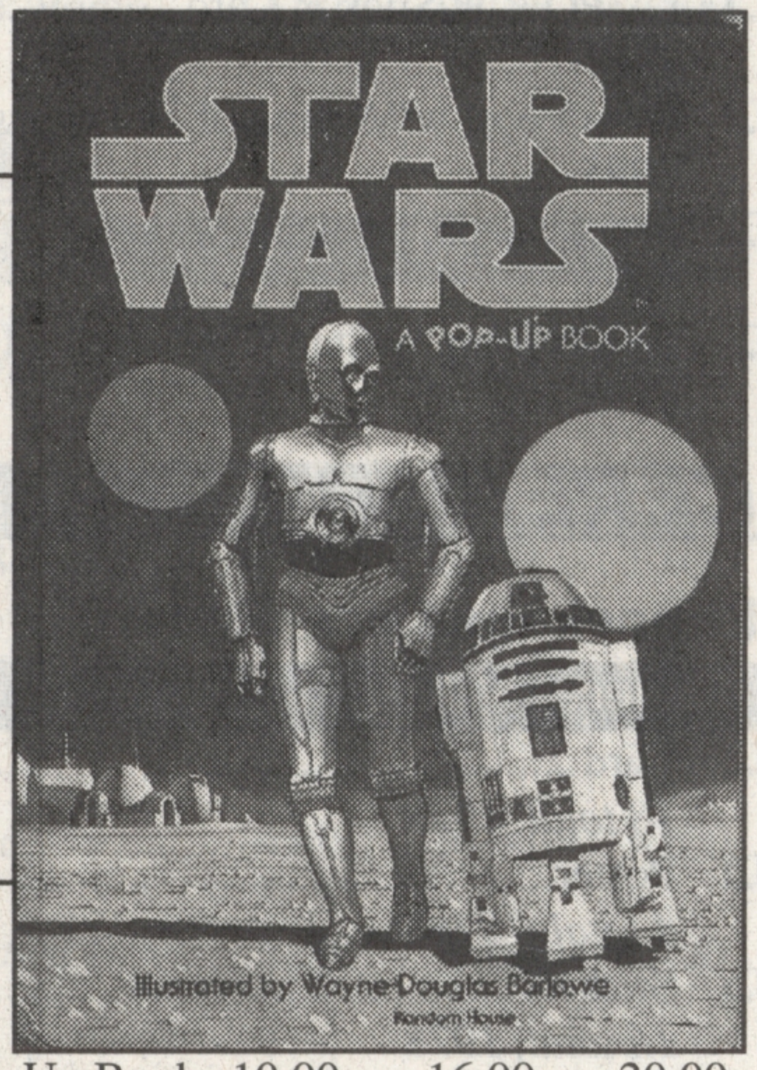
Books (non-comics) (cont'd)

(Random House) (cont'd)	Good	Fine	NMint
❑ Jedi Master's Quiz	6.00	8.00	12.00
1985			
❑ Learn-to-Read Activity Book	6.00	8.00	12.00
❑ *Return of the Jedi* Pop-Up Book	10.00	12.00	15.00
1983			
❑ *Return of the Jedi* Punch-Out Book	10.00	12.00	15.00



Star Wars Pop-Up Book *from Random House, 1978: $20 Mint..*

❑ *Star Wars* Pop-Up Book	10.00	16.00	20.00
1978			
❑ *Star Wars* Questions & Answers About Space	5.00	7.00	10.00
1979			

(S.W. Ventures)	Good	Fine	NMint

❑ *Star Wars* movie program	30.00	60.00	100.00
Sold in theaters; 1977			

BOOKENDS

(Sigma)	Good	Exclt	Mint
❑ Chewbacca/Darth Vader	25.00	35.00	55.00

CANDLES

(Wilton)	Good	Exclt	Mint
❑ Chewbacca Birthday	6.00	8.00	12.00
❑ Darth Vader Birthday	6.00	8.00	12.00
❑ R2-D2 Birthday	6.00	8.00	12.00

CANDY

(Topps)	Good	Exclt	Mint
❑ *Return of the Jedi* candy containers, figural	45.00	65.00	100.00
Set of 18, 1983			

CAST AND CREW ITEMS

Lucite stars	Exclt	Mint
❑ Empire Strikes Back	200.00	250.00
1980		
❑ May the Force Be with You	200.00	250.00
1977		
❑ Star Wars	200.00	250.00
1977		

Miscellaneous	Mint
❑ "The Star Wars" large sticker	10.00
1977	
❑ "The Star Wars" small sticker	10.00
1977	
❑ Blue Harvest cap	75.00
1983	
❑ Blue Harvest stationery	10.00
1983	
❑ Blue Harvest t-shirt	75.00
1983	
❑ Dancing Probot t-shirt	50.00
1980	
❑ Empire Strikes Back Norwegian unit patch	75.00
1980	
❑ Empire Strikes Back logo coaster	20.00
1980	
❑ Empire Strikes Back paperweight	150.00
1980	
❑ Empire Strikes Back R2-D2 coaster	20.00
1980	
❑ Empire Strikes Back Vader flames patch	75.00
1980	
❑ Intergalactic Passport, unstamped	75.00
1980	
❑ Intergalactic Passport, stamped	150.00
1980	

*Paper collectible grades: **Good**, **Fine**, and Near Mint **(NMint)**. General grades: **Good**, Excellent **(Exclt)**, and **Mint**.*

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Cast and Crew Items (cont'd)

Miscellaneous (cont'd)	Mint
❑ McQuarrie lettering Star Wars patch *1977*	75.00
❑ Revenge of the Jedi paperweight *1983*	150.00
❑ Revenge of the Jedi T-shirt *1983*	50.00
❑ Revenge of the Jedi Yoda patch *1983*	50.00
❑ Revenge of the Jedi Yoda sticker *1983*	10.00

CEREAL BOXES

(General Mills)	Mint
❑ Boo Berry, w/sticker offer *1978*	150.00
❑ Boo Berry, w/card offer *1978*	150.00
❑ Cheerios, w/poster offer *1978*	50.00
❑ Cheerios, w/tumbler offer *1979*	50.00
❑ Chocolate Crazy Cow, w/card offer *1978*	150.00
❑ Cocoa Puffs, w/sticker offer *1978*	75.00
❑ Cocoa Puffs, w/card offer *1978*	75.00
❑ Count Chocula, w/sticker offer *1978*	150.00
❑ Count Chocula, w/card offer *1978*	150.00
❑ Franken Berry, w/sticker offer *1978*	150.00
❑ Franken Berry, w/card offer *1978*	150.00
❑ Lucky Charms, w/sticker offer *1978*	75.00
❑ Lucky Charms, w/hang glider offer *1978*	75.00
❑ Strawberry Crazy Cow, w/card offer *1978*	150.00
❑ Trix, w/sticker offer *1978*	75.00
❑ Trix, w/hang glider offer	75.00

(Kellogg's)	Mint
❑ Apple Jacks,w/*Star Wars* comic *1995*	10.00
❑ Apple Jacks, w/*Droids* comic *1995*	15.00
❑ C-3PO's, w/Stormtrooper mask *1984*	30.00

Cereal Boxes (cont'd)

(Kellogg's) (cont'd)	Mint
❑ C-3PO's, w/Yoda mask *1984*	30.00
❑ C-3PO's, w/Darth Vader mask	30.00
❑ C-3PO's, w/Luke mask	30.00
❑ C-3PO's, w/C-3PO mask	30.00
❑ C-3PO's, w/Chewbacca mask *1984*	30.00
❑ C-3PO's, w/Rebel Rocket *1984*	30.00
❑ C-3PO's, w/Stick R Card *1984*	30.00
❑ Corn Pops, w/Making of *Star Wars* *1995*	10.00
❑ Froot Loops, w/Han Stormtrooper offer *1995*	10.00
❑ Raisin Bran, w/Star Wars video ad *1995*	10.00

CEREAL PREMIUMS

Unpackaged premiums

(General Mills)	Mint
❑ Card *18 total, 1978*	3.00
❑ Poster *4 total, 1978*	2.00
❑ Stickers *16 total, 1978*	4.00

(Kellogg's)	Mint
❑ Stick R Card *10 total, 1984*	2.00

Packaged premiums

(General Mills)	MNP	MIP
❑ Hang glider *4 total, 1978*	8.00	10.00
❑ Kite *1978*	30.00	35.00
❑ Tumbler *1978*	15.00	25.00

(Kellogg's)	MNP	MIP
❑ Han Stormtrooper *1995*	10.00	20.00
❑ Making of *Star Wars* video *1995*	5.00	15.00
❑ Micro Collection figures *1984*	10.00	20.00
❑ Rebel Rocket *4 total, 1984*	10.00	15.00

*Paper collectible grades: **Good**, **Fine**, and Near Mint **(NMint)**. General grades: **Good**, Excellent **(Exclt)**, and **Mint**.*

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For information on buying and selling memorabilia, see page 51.

CLOCKS

(Bradley)	Good	Exclt	Mint
❑ 3-D, electronic, quartz *1982*	16.00	23.00	55.00
❑ C-3PO & R2-D2 alarm clock *1980*	15.00	25.00	65.00
❑ Droid, wall clock	20.00	30.00	45.00
❑ Empire Strikes Back, wall clock	20.00	30.00	45.00
❑ Portable Clock/Radio *1984*	11.00	16.00	30.00

CLOTHING

	MNP	MIP
❑ Chewbacca Bandolier Strap, *Return of the Jedi* *1983*	6.00	15.00

(Leather Shop)	Good	Exclt	Mint
❑ Darth Vader Belt Buckle *1977*	14.00	20.00	30.00
❑ R2-D2 & C-3PO Belt Buckles *1977*	14.00	20.00	30.00
❑ R2-D2 Belt Buckle *1977*	14.00	20.00	30.00
❑ *Return of the Jedi* Belt *1977*	5.00	7.00	10.00

(Sigma)	Good	Exclt	Mint
❑ Yoda Backpack	14.00	20.00	30.00

COINS

(Bend Ems)	Mint
❑ Millennium Falcon, 1994	5.00
❑ TIE Fighter, 1994	5.00
❑ X-Wing, 1994	5.00

(Kenner)	Mint
❑ 2-1B, 1985	120.00
❑ 63rd Coin, 1985, lightsaber	500.00
❑ A-Wing Pilot, 1985	5.00
❑ Amanaman, 1985	5.00
❑ Anakin Skywalker, 1985	75.00
❑ AT-AT, 1985	75.00
❑ AT-ST Driver, 1985	10.00
❑ B-Wing Pilot, 1985	10.00
❑ Barada, 1985	5.00
❑ Bib Fortuna, 1985	75.00
❑ Biker Scout, 1985	10.00
❑ Boba Fett, 1985	75.00

Coins (cont'd)

(Kenner) (cont'd)	Mint
❑ C-3PO, 1985	10.00
❑ Chewbacca, 1985	10.00
❑ Chief Chirpa, 1985	50.00
❑ Creatures, 1985	75.00
❑ Darth Vader, 1985	10.00
❑ Droids, 1985	75.00
❑ Emperor, 1985	10.00
❑ Emperor's Royal Guard, 1985	50.00
❑ EV-9D9, 1985	5.00
❑ FX-7, Kenner, 1985	120.00
❑ Gamorrean Guard, 1985	10.00
❑ Greedo, 1985	75.00
❑ Han Carbonite, 1985	5.00
❑ Han Hoth, 1985	75.00
❑ Han Original, 1985	120.00
❑ Han Solo Rebel (trenchcoat), 1985	10.00
❑ Hoth Stormtrooper, 1985	120.00
❑ Imperial Commander, 1985	75.00
❑ Imperial Dignitary, 1985	5.00
❑ Imperial Gunner, 1985	5.00
❑ Jawas, 1985	10.00
❑ Lando General, 1985	5.00
❑ Lando with Cloud City, 1985	75.00
❑ Logray, 1985	50.00
❑ Luke Jedi, 1985	10.00
❑ Luke on Dagobah, 1985	120.00
❑ Luke original, 1985	50.00
❑ Luke Poncho, 1985	5.00
❑ Luke Stormtrooper, 1985	5.00
❑ Luke with Tauntaun, 1985	75.00
❑ Luke X-Wing, 1985	10.00
❑ Luke X-Wing, 1985, small	30.00
❑ Lumat, 1985	10.00
❑ Millennium Falcon, 1985	75.00
❑ Obi-Wan Kenobi, 1985	10.00
❑ Paploo, 1985	10.00
❑ Princess Leia Rebel Leader (poncho), 1985	10.00
❑ Princess Leia, Boushh, 1985	120.00
❑ Princess Leia, Original, 1985	120.00
❑ R2-D2 Pop-Up Lightsaber, 1985	5.00
❑ Romba, 1985	5.00
❑ Sail Skiff, 1985	120.00
❑ Star Destroyer Commander, 1985	75.00
❑ Stormtrooper, 1985	10.00
❑ Teebo, 1985	10.00
❑ TIE Fighter Pilot, 1985	50.00
❑ Tusken Raider, 1985	120.00
❑ Warok, 1985	5.00
❑ Wicket, 1985	10.00
❑ Yak Face, 1985	75.00
❑ Yoda, 1985	10.00
❑ Zuckuss, 1985	120.00

*General collectible grades: **Good**, Excellent **(Exclt)**, and **Mint**.*

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COMIC BOOKS

Comic-book and comics trade-paperback pricing data is compiled for this guide by ***Comics Buyer's Guide***, Krause Publications' specialty weekly magazine for comic-book collectors. Also, miscellaneous paper collectibles such as coloring books use the Near Mint/Fine/Good system at right.

In general terms, older *Star Wars* comic books tend to have higher values today, even though most of them were printed in greater numbers. Marvel's *Star Wars* series may well have been the comics industry's top-selling title in 1979, selling an average of 278,000 copies per issue. By contrast, the February 1999 issue of Dark Horse's Star Wars series sold just over 40,000 copies to comics shops, with newsstand sales likely accounting for no more than half that figure again. But, as comics and *Star Wars* collectors have grown more sophisticated, fewer recent comics are being permitted to deteriorate in the way that the earlier ones did.

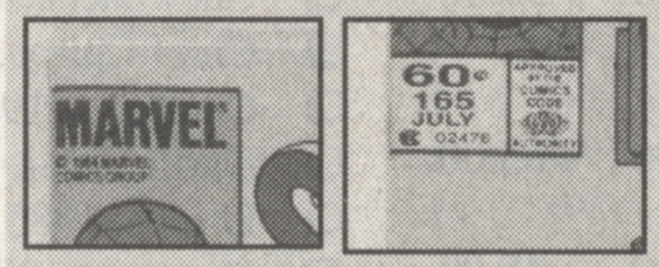
So, while a copy of a 1995 *Star Wars* comic book in Fine condition may bring less than its cover price (all of which we've included in our guide for comparison), a Fine copy of a 1979 *Star Wars* comic book would command quite a bit more.

The most important consideration for those now pulling their old *Star Wars* issue (or any kind of comics) out of the closet: Act quickly to arrest the further deterioration of your comic books. Comic books don't like moisture or direct sunlight. They also don't like certain kinds of plastic, which can contain harmful acids. The pages of *Comics Buyer's Guide* are regularly filled with firms specializing in comic-book preservation supplies, and their offerings range from bags and backing boards to Mylar archival storage devices.

Prices aside, of course, only collect what you like to read!

—John Jackson Miller, CBG

Photo Grading Guide



MINT: This is a perfect comic book. Its cover has a full luster, with its edges sharp and its pages like new. There are no signs of wear or aging. It is not imperfectly printed or marked off-center. "Mint" means just what it says.

NEAR MINT (**NMINT**): This is a nearly perfect comic book. Its cover shows barely perceptible signs of wear. Its spine is tight, and its cover has only minor loss of luster and only minor printing defects. Some discoloration is acceptable in older comics — as are signs of aging. A "Near Mint" comic book is the standard on which comics pricing in this this price guide is based.

VERY FINE: This is a nice comic book with beginning signs of wear. There can be slight creases and wrinkles at the staples, but it is a flat, clean issue with definite signs of being read a few times. There is some loss of the original gloss, but it is in general an attractive comic book.

FINE: This comic book's cover is worn but flat and clean with no defacement. There is no cover writing or tape repair. Stress lines around the staples and more rounded corners are permitted. It is a good-looking issue at first glance.

VERY GOOD: Most of the original gloss is gone from this well-read issue. There are minor markings, discoloration, and/or heavier stress lines around the staples and spine. The cover may have minor tears and/or corner creases, and spine-rolling is permissible. These comics have problems but are nice.

GOOD: This is a very worn comic book with nothing missing. Creases, minor tears, rolled spine, and cover flaking are permissible — but there can be no tape or browned pages. Older Golden Age (1930s-1940s) comic books often come in this condition.

POOR: This issue is damaged and generally considered unsuitable for collecting. It may, however, still contain readable stories.

When comics are compared with the Photo Grading Guide, it's easy to see there are many comics which fall between categories in something of an infinite gradation. For example, a "Fair" condition comic book (which falls between "Good" and "Poor") may have a soiled, slightly damaged cover, a badly rolled spine, cover flaking, corners gone, tears, and the like. It is an issue with multiple problems but it is intact - and some collectors enjoy collecting in this grade for the fun of it. Tape may be present; tape is always considered a defect.

The condition of comic book is a vital factor in determining the price of a comic book. A "Fair" issue would be worth about 10% of the price given in our price guide section. A "Good" issue would be worth about 20% of our price. A "fine" issue would be worth about 60% of our price. And a "Mint" copy would be worth 120% of our price.

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For information on buying and selling memorabilia, see page 51.

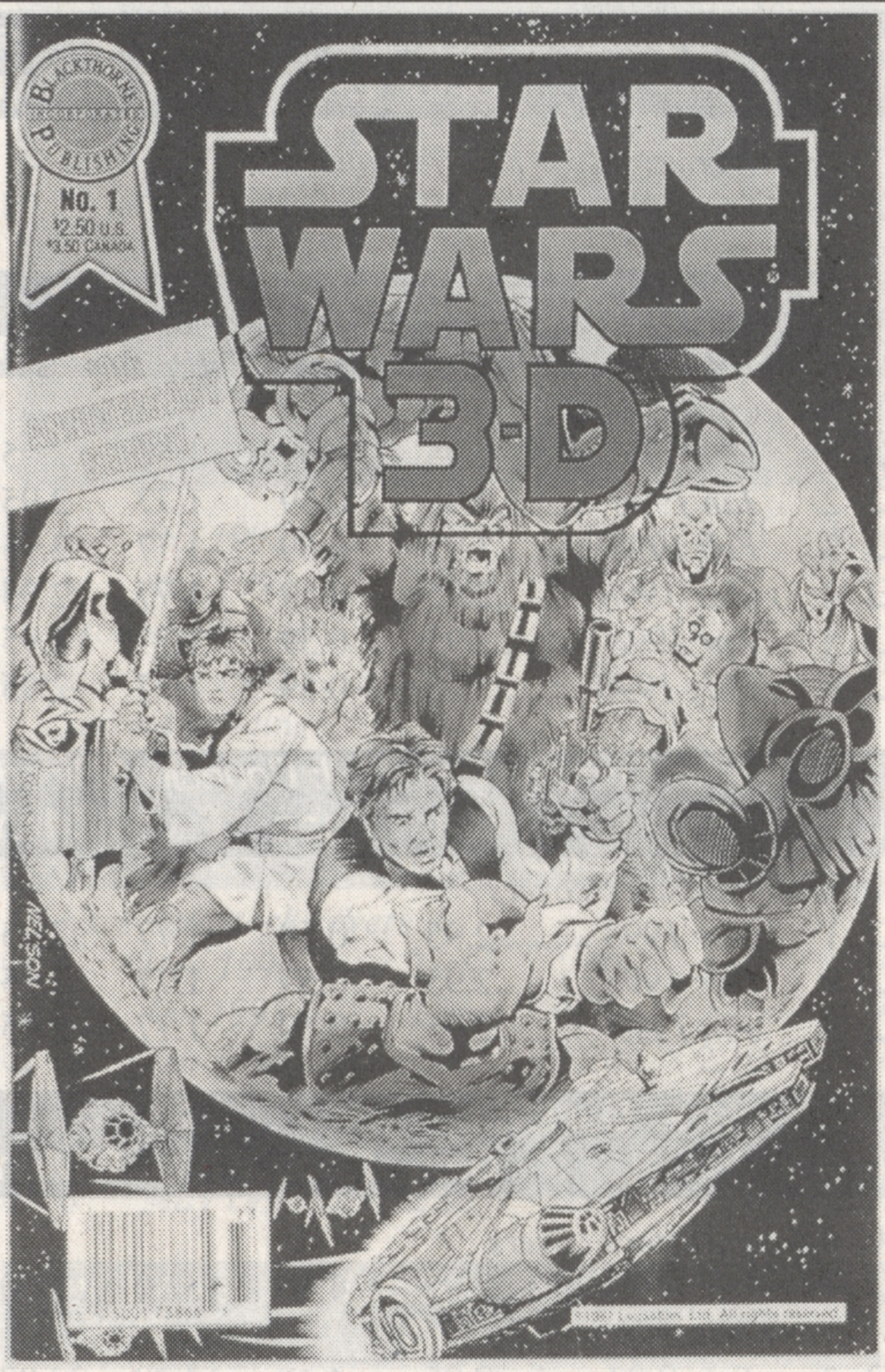
If you're looking for advertisers buying and selling ***Star Wars*** *and other comic books, consult* ***Comics Buyer's Guide****, the comics industry's weekly newsmagazine!*

COMICS BUYER'S GUIDE

If you've got a lot of comics — or are just starting out — make sure you never lose track of your collection with the ***Comics Buyer's Guide Checklist and Price Guide****, available from your local bookstore or directly from the publisher.*
It includes more than 80,000 comics in the useful checklist format you see here!

Blackthorne

Star Wars in 3-D ORIG GOOD FINE NMINT



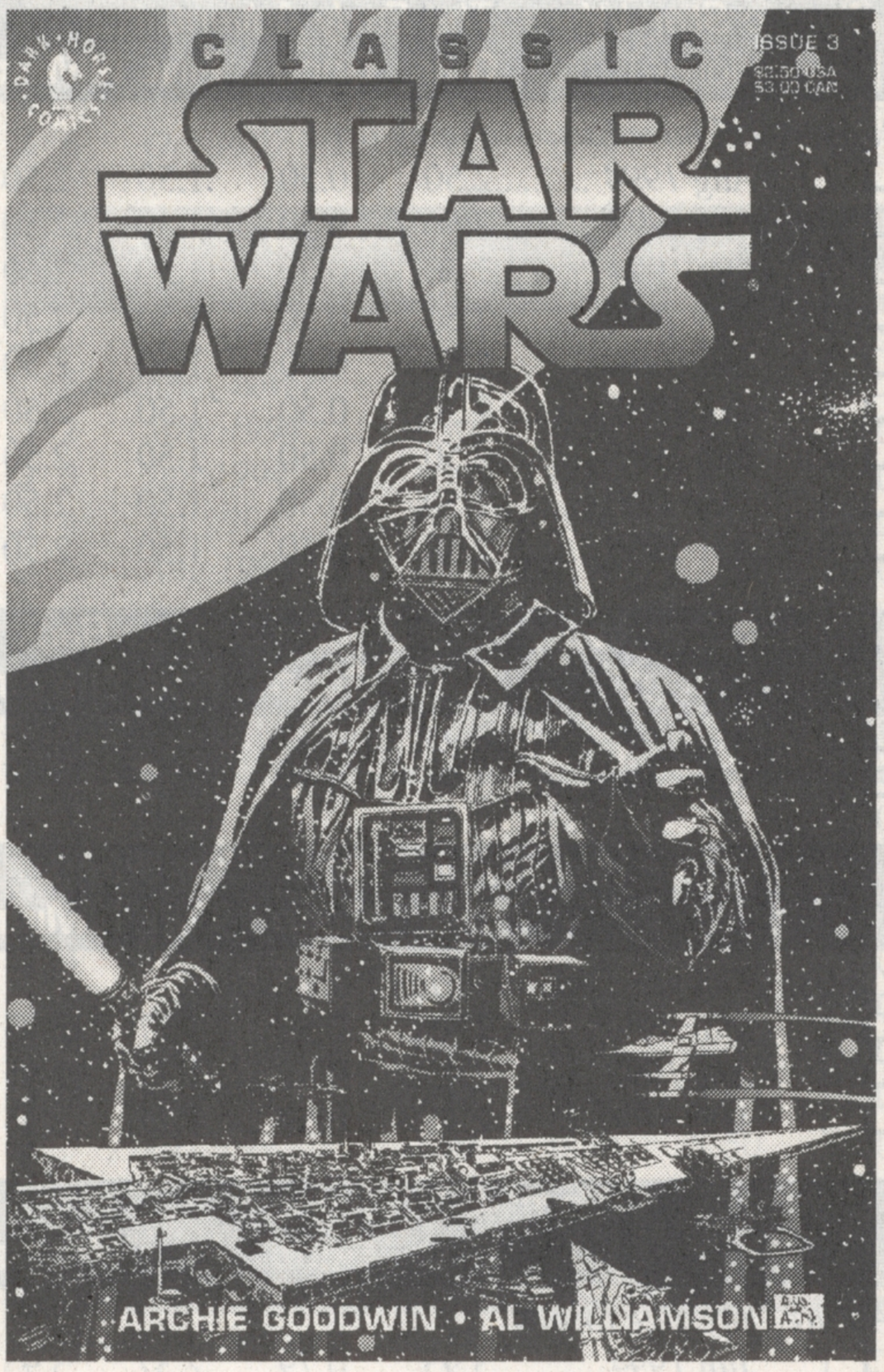
❑	1	*Dec 1987*	2.50	0.50	1.50	2.50
❑	2		2.50	0.50	1.50	2.50
❑	3		2.50	0.50	1.50	2.50

Dark Horse

Classic Star Wars ORIG GOOD FINE NMINT

Reprints newspaper strips by Al Williamson

❑	1	*Aug 1992*	2.50	0.50	1.50	2.50
❑	2	*Sep 1992*	2.50	0.50	1.50	2.50



❑	3	*Oct 1992*	2.50	0.50	1.50	2.50
❑	4	*Nov 1992*	2.50	0.50	1.50	2.50
❑	5	*Dec 1992*	2.50	0.50	1.50	2.50
❑	6	*Jan 1993*	2.50	0.50	1.50	2.50
❑	7	*Feb 1993*	2.50	0.50	1.50	2.50
❑	8	*Apr 1993*	2.50	0.50	1.50	2.50
		Includes trading card				
❑	9	*May 1993*	2.50	0.50	1.50	2.50
❑	10	*Jun 1993*	2.50	0.50	1.50	2.50
❑	11	*Aug 1993*	2.50	0.50	1.50	2.50
❑	12	*Sep 1993*	2.50	0.50	1.50	2.50
❑	13	*Oct 1993*	2.50	0.50	1.50	2.50
❑	14	*Nov 1993*	2.50	0.50	1.50	2.50
❑	15	*Jan 1994*	2.50	0.50	1.50	2.50
❑	16	*Feb 1994*	2.50	0.50	1.50	2.50
❑	17	*Mar 1994*	2.50	0.50	1.50	2.50
❑	18	*Apr 1994*	2.50	0.50	1.50	2.50
❑	19	*May 1994*	2.50	0.50	1.50	2.50
❑	20	*Jun 1994*	3.50	0.70	2.10	3.50

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

Comics grades: ***GOOD****,* ***FINE****, and Near Mint* ***(NMINT)****.* ***ORIG*** *is original price. See page 66 for more on comics grading.*

Classic Star Wars: Devilworlds
(Dark Horse)

			Orig	Good	Fine	NMint
❑ 1	*Aug 1996*	2.50		0.50	1.50	2.50
❑ 2	*Sep 1996*	2.50		0.50	1.50	2.50

Classic Star Wars: The Early Adventures
(Dark Horse)

Issues #1-7 have Russ Manning art

			Orig	Good	Fine	NMint
❑ 1	*Aug 1994*	2.50		0.50	1.50	2.50
❑ 2	*Sep 1994*	2.50		0.50	1.50	2.50
❑ 3	*Oct 1994*	2.50		0.50	1.50	2.50
❑ 4	*Nov 1994*	2.50		0.50	1.50	2.50
❑ 5	*Dec 1994*	2.50		0.50	1.50	2.50
❑ 6	*Jan 1995*	2.50		0.50	1.50	2.50
❑ 7	*Feb 1995*	2.50		0.50	1.50	2.50
❑ 8,	*Mar 1995*	2.50		0.50	1.50	2.50
❑ 9	*Apr 1995*	2.50		0.50	1.50	2.50

Classic Star Wars: The Empire Strikes Back
(Dark Horse)

			Orig	Good	Fine	NMint
❑ 1	*Aug 1994*	3.95		0.79	2.37	3.95
❑ 2	*Sep 1994*	3.95		0.79	2.37	3.95

Classic Star Wars: Han Solo at Star's End
(Dark Horse)

Cardstock covers; adapts Brian Daley novel

			Orig	Good	Fine	NMint
❑ 1	*Mar 1997*	2.95		0.59	1.77	2.95
❑ 2	*Apr 1997*	2.95		0.59	1.77	2.95
❑ 3	*May 1997*	2.95		0.59	1.77	2.95

Classic Star Wars: A New Hope
(Dark Horse)

All are "prestige format"

			Orig	Good	Fine	NMint
❑ 1	*Jun 1994*	3.95		0.79	2.37	3.95

*Reprints Marvel's **Star Wars** #1-3; movie adaptation*

			Orig	Good	Fine	NMint
❑ 2	*Jul 1994*	3.95		0.79	2.37	3.95

*Reprints Marvel's **Star Wars** #4-6; movie adaptation*

Classic Star Wars: Return of the Jedi
(Dark Horse)

			Orig	Good	Fine	NMint
❑ 1	*Oct 1994*	3.50		0.70	2.10	3.50

Polybagged with trading card.

Classic Star Wars: The Vandelheim Mission
(Dark Horse)

			Orig	Good	Fine	NMint
❑ 1	*March 1995*	2.50		0.50	1.50	2.50

Star Wars
(Dark Horse)

Issues #1-2: "Prelude to Rebellion"

			Orig	Good	Fine	NMint
❑ 1	*Dec 1998*	2.50		0.50	1.50	2.50
❑ 2	*Jan 1999*	2.50		0.50	1.50	2.50

Star Wars: Boba Fett
(Dark Horse)

Cardstock cover

			Orig	Good	Fine	NMint
❑ 1	*Dec 1995*	3.95		0.79	2.37	3.95

"Bounty on Bar-Kooda"

Star Wars: Boba Fett: Enemy of the Empire
(Dark Horse)

			Orig	Good	Fine	NMint
❑ 1	Jan 1999	2.95		0.59	1.77	2.95

Star Wars: Boba Fett – Murder Most Foul
(Dark Horse)

Cardstock cover; issues #1 and #2 do not exist

			Orig	Good	Fine	NMint
❑ 3	*Aug 1997*	3.95		0.79	2.37	3.95

Star Wars: Boba Fett -Twin Engines of Destruction
(Dark Horse)

No issue number

			Orig	Good	Fine	NMint
❑	*Jan 1997*	2.95		0.59	1.77	2.95

Star Wars: Boba Fett - When the Fat Lady Swings
(Dark Horse)

Cardstock cover; issue #1 does not exist

			Orig	Good	Fine	NMint
❑ 2	*Sep 1996*	3.95		0.79	2.37	3.95

Star Wars: Crimson Empire
(Dark Horse)

All have cardstock covers

			Orig	Good	Fine	NMint
❑ 1	*Dec 1997*	2.95		0.59	1.77	2.95
❑ 2	*Jan 1998*	2.95		0.59	1.77	2.95
❑ 3	*Feb 1998*	2.95		0.59	1.77	2.95
❑ 4	*Mar 1998*	2.95		0.59	1.77	2.95
❑ 5	*Apr 1998*	2.95		0.59	1.77	2.95
❑ 6	*May 1998*	2.95		0.59	1.77	2.95

Star Wars: Crimson Empire II: Council of Blood
(Dark Horse)

All have cardstock covers

			Orig	Good	Fine	NMint
❑ 1	*Nov 1998*	2.95		0.59	1.77	2.95
❑ 2	*Dec 1998*	2.95		0.59	1.77	2.95
❑ 3	*Jan 1999*	2.95		0.59	1.77	2.95

Star Wars: Dark Empire
(Dark Horse)

All have cardstock covers

			Orig	Good	Fine	NMint
❑ 1	*Dec 1991*	2.95		4.40	13.20	22.00

First printing

			Orig	Good	Fine	NMint
❑ 2	*Feb 1992*	2.95		4.40	13.20	22.00

First printing

			Orig	Good	Fine	NMint
❑ 3	*Apr 1992*	2.95		2.40	7.20	12.00
❑ 4	*Apr 1992*	2.95		1.60	4.80	8.00

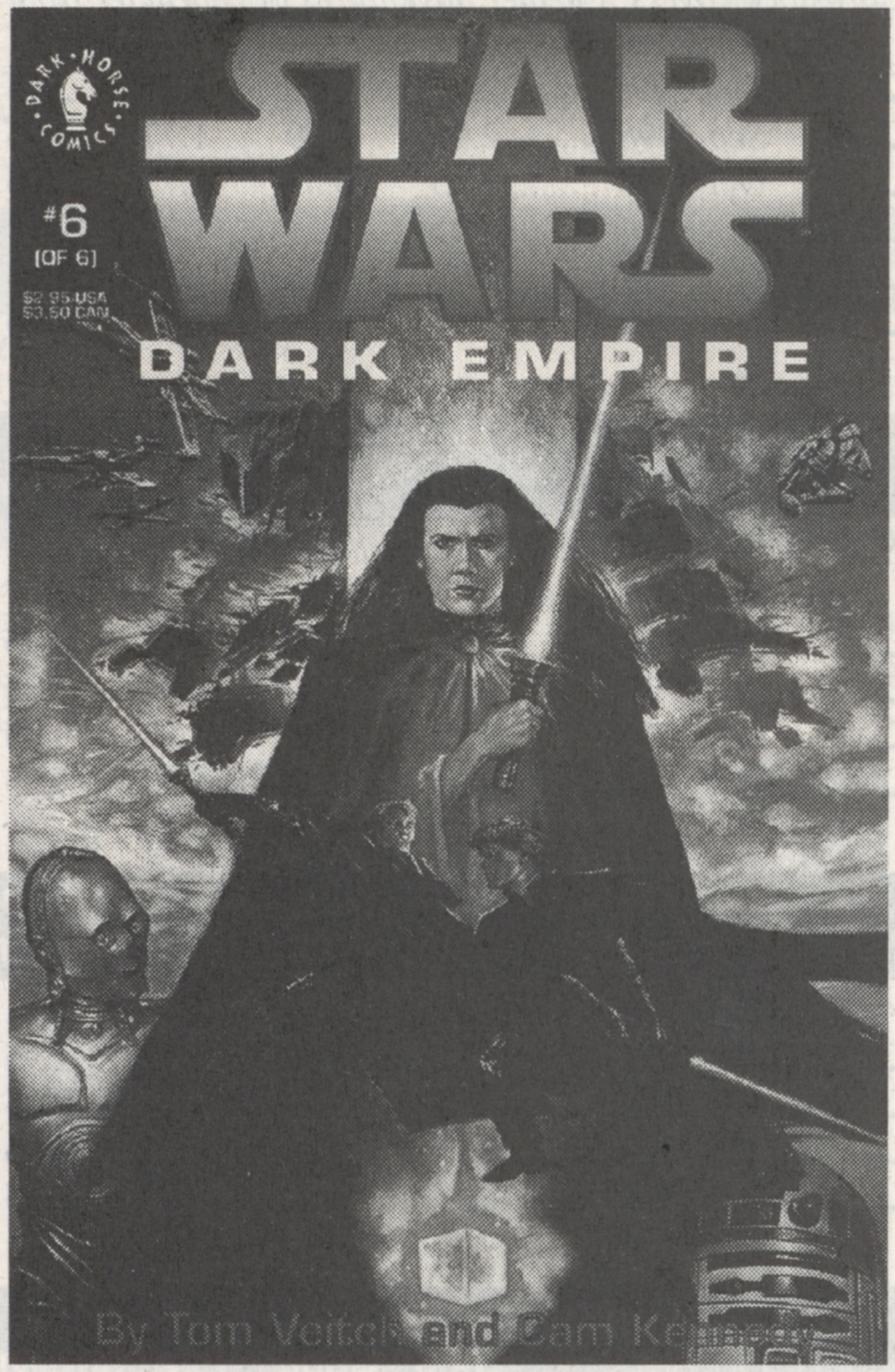
*Comics grades: **Good**, **Fine**, and Near Mint **(NMint)**. **Orig** is original price. See page 66 for more on comics grading.*

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

For information on buying and selling memorabilia, see page 51.

Star Wars: Dark Empire (cont'd)

(Dark Horse)		Orig	Good	Fine	NMint
❑ 5	Aug 1992	2.95	1.60	4.80	8.00



❑ 6	Oct 1992	2.95	1.60	4.80	8.00
❑ 1	Aug 1992	2.95	0.59	1.77	2.95
	Second printing				
❑ 2	Aug 1992	2.95	0.59	1.77	2.95
	Second printing				

Star Wars: Dark Empire II

(Dark Horse)		Orig	Good	Fine	NMint
All have cardstock covers					
❑ 1	Dec 1994	2.95	1.50	4.50	7.50
❑ 2	Jan 1995	2.95	0.70	2.10	3.50
❑ 3	Feb 1995	2.95	0.70	2.10	3.50
❑ 4	Mar 1995	2.95	0.60	1.80	3.00
❑ 5	Apr 1995	2.95	0.60	1.80	3.00
❑ 6	May 1995	2.95	0.60	1.80	3.00

Star Wars: Dark Empire – Preview

(Dark Horse)		Orig	Good	Fine	NMint
Newsprint preview of trade paperback collection of mini-series; wraparound cover.					
❑	Mar 1996	0.99	0.20	0.60	1.00

Star Wars: Dark Force Rising

(Dark Horse)		Orig	Good	Fine	NMint
Cardstock covers; adapts Timothy Zahn novel.					
❑ 1	May 1997	2.95	0.59	1.77	2.95
❑ 2	Jun 1997	2.95	0.59	1.77	2.95
❑ 3	Jul 1997	2.95	0.59	1.77	2.95
❑ 4	Aug 1997	2.95	0.59	1.77	2.95
❑ 5	Sep 1997	2.95	0.59	1.77	2.95
❑ 6	Oct 1997	2.95	0.59	1.77	2.95

Star Wars: Droids

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	Apr 1994	2.95	0.59	1.77	2.95
	Enhanced cover				
❑ 2	May 1994	2.50	0.50	1.50	2.50
❑ 3	Jun 1994	2.50	0.50	1.50	2.50
❑ 4	Jul 1994	2.50	0.50	1.50	2.50
❑ 5	Aug 1994	2.50	0.50	1.50	2.50
❑ 6	Sep 1994	2.50	0.50	1.50	2.50

Star Wars: Droids (Vol. 2)

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	Apr 1995	2.50	0.50	1.50	2.50
❑ 2	May 1995	2.50	0.50	1.50	2.50
❑ 3	Jun 1995	2.50	0.50	1.50	2.50
❑ 4	Jul 1995	2.50	0.50	1.50	2.50
❑ 5	Sep 1995	2.50	0.50	1.50	2.50
❑ 6	Oct 1995	2.50	0.50	1.50	2.50
❑ 7	Nov 1995	2.50	0.50	1.50	2.50
❑ 8	Dec 1995	2.50	0.50	1.50	2.50

Star Wars: Droids Special

(Dark Horse)		Orig	Good	Fine	NMint
Cardstock cover.					
❑ 1	Jan 1995	2.50	0.50	1.50	2.50

Star Wars: Empire's End

(Dark Horse)		Orig	Good	Fine	NMint
Cardstock cover.					
❑ 1	Oct 1995	2.95	0.59	1.77	2.95
❑ 2	Nov 1995	2.95	0.59	1.77	2.95

Star Wars Handbook: X-Wing Rogue Squadron

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	Jul 1998	2.95	0.59	1.77	2.95
	Character profiles.				

Star Wars: Heir to the Empire

(Dark Horse)		Orig	Good	Fine	NMint
Cardstock covers; adapts Timothy Zahn novel.					
❑ 1	Oct 1995	2.95	0.59	1.77	2.95
❑ 2	Nov 1995	2.95	0.59	1.77	2.95

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Comics grades: **Good**, **Fine**, and Near Mint (**NMint**). **Orig** is original price. See page 66 for more on comics grading.

Star Wars: Heir to the Empire (cont'd)

(Dark Horse)		Orig	Good	Fine	NMint
❑ 3	*Dec 1995*	2.95	0.59	1.77	2.95
❑ 4	*Jan 1996*	2.95	0.59	1.77	2.95
❑ 5	*Mar 1996*	2.95	0.59	1.77	2.95
❑ 6	*Apr 1996*	2.95	0.59	1.77	2.95

Star Wars: Jabba the Hutt

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Apr 1995*	2.50	0.50	1.50	2.50

Star Wars: Jabba the Hutt – Betrayal

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Feb 1996*	2.50	0.50	1.50	2.50

Star Wars: Jabba the Hutt: The Dynasty Trap

(Dark Horse)		Orig	Good	Fine	NMint

No issue number; one-shot.

❑	*Aug 1995*	2.50	0.50	1.50	2.50

Star Wars: Jabba the Hutt: The Gaar Suppoon Hit

(Dark Horse)		Orig	Good	Fine	NMint

No issue number; one-shot.

❑		2.50	0.50	1.50	2.50

Star Wars: Jabba the Hutt: The Hunger of Princess Nampi

(Dark Horse)		Orig	Good	Fine	NMint

No issue number; one-shot.

❑	*Jun 1995*	2.50	0.50	1.50	2.50

Star Wars: The Jabba Trap

(Dark Horse)		Orig	Good	Fine	NMint

No issue number.

❑	Dec 1998	2.95	0.59	1.77	2.95

Star Wars: Jedi Academy – Leviathan

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Oct 1998*	2.95	0.59	1.77	2.95
❑ 2	*Nov 1998*	2.95	0.59	1.77	2.95
❑ 3	*Dec 1998*	2.95	0.59	1.77	2.95
❑ 4	*Jan 1999*	2.95	0.59	1.77	2.95

Star Wars: The Last Command

(Dark Horse)		Orig	Good	Fine	NMint

Cardstock covers; adapts Timothy Zahn novel.

❑ 1	*Nov 1997*	2.95	0.59	1.77	2.95
❑ 2	*Dec 1997*	2.95	0.59	1.77	2.95
❑ 3	*Feb 1998*	2.95	0.59	1.77	2.95
❑ 4	*Mar 1998*	2.95	0.59	1.77	2.95
❑ 5	*Apr 1998*	2.95	0.59	1.77	2.95
❑ 6	*Jul 1998*	2.95	0.59	1.77	2.95

Star Wars: Mara Jade

(Dark Horse)		Orig	Good	Fine	NMint

Cardstock covers. Further adventures of character from Timothy Zahn novels.

❑ 1	*Aug 1998*	2.95	0.59	1.77	2.95
❑ 2	*Sep 1998*	2.95	0.59	1.77	2.95
❑ 3	*Oct 1998*	2.95	0.59	1.77	2.95
❑ 4	*Nov 1998*	2.95	0.59	1.77	2.95
❑ 5	*Dec 1998*	2.95	0.59	1.77	2.95
❑ 6	*Jan 1999*	2.95	0.59	1.77	2.95

Star Wars: A New Hope – Manga

(Dark Horse)		Orig	Good	Fine	NMint

Black & white; digest-sized translation of Jàpanese adaptation of movie

❑ 1	*Jul 1998*	9.95	1.99	5.97	9.95
❑ 2	*Jul 1998*	9.95	1.99	5.97	9.95
❑ 3	*Sep 1998*	9.95	1.99	5.97	9.95
❑ 4	*Oct 1998*	9.95	1.99	5.97	9.95

Star Wars: A New Hope – The Special Edition

(Dark Horse)		Orig	Good	Fine	NMint

Adapts movie re-release;cardstock covers on all.

❑ 1	*Jan 1997*	2.95	0.59	1.77	2.95
❑ 2	*Feb 1997*	2.95	0.59	1.77	2.95
❑ 3	*Mar 1997*	2.95	0.59	1.77	2.95
❑ 4	*Apr 1997*	2.95	0.59	1.77	2.95

Star Wars: The Protocol Offensive

(Dark Horse)		Orig	Good	Fine	NMint

"Prestige format" one-shot; no issue number.

❑	*Sep 1997*	4.95	0.99	2.97	4.95

Written by Anthony Daniels (C-3PO).

Star Wars: River of Chaos

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Jun 1995*	2.50	0.50	1.50	2.50
❑ 2	*Jul 1995*	2.50	0.50	1.50	2.50
❑ 3	*Sep 1995*	2.50	0.50	1.50	2.50
❑ 4	*Nov 1995*	2.50	0.50	1.50	2.50

Star Wars: Shadows of the Empire

(Dark Horse)		Orig	Good	Fine	NMint

Cardstock covers on all; adapts novel.

❑ 1	*May 1996*	2.95	0.80	2.40	4.00
❑ 2	*Jun 1996*	2.95	0.70	2.10	3.50
❑ 3	*Jul 1996*	2.95	0.70	2.10	3.50
❑ 4	*Aug 1996*	2.95	0.60	1.80	3.00
❑ 5	*Sep 1996*	2.95	0.60	1.80	3.00
❑ 6	*Oct 1996*	2.95	0.60	1.80	3.00

Comics grades: **Good**, **Fine**, and Near Mint **(NMint)**. **Orig** is original price. See page 66 for more on comics grading.

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For information on buying and selling memorabilia, see page 51.

Star Wars: Shadows of the Empire: Evolution

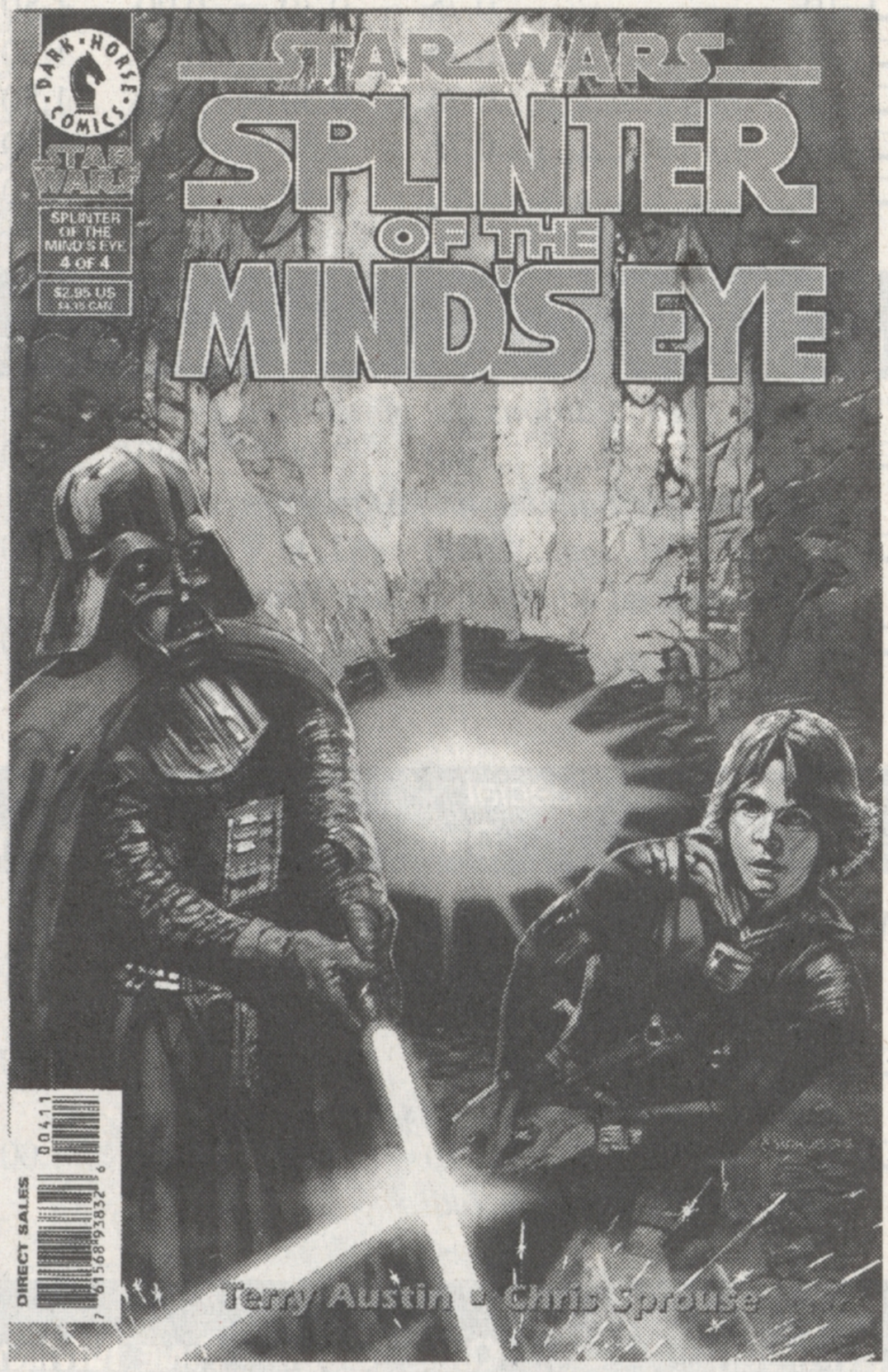
(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Feb 1998*	2.95	0.59	1.77	2.95
❑ 2	*Mar 1998*	2.95	0.59	1.77	2.95
❑ 3	*Apr 1998*	2.95	0.59	1.77	2.95
❑ 4	*May 1998*	2.95	0.59	1.77	2.95
❑ 5	*Jun 1998*	2.95	0.59	1.77	2.95

Star Wars: Shadow Stalker

(Dark Horse)		Orig	Good	Fine	NMint
One-shot; no issue number.					
❑	*Sep 1997*	2.95	0.59	1.77	2.95

Star Wars: Splinter of the Mind's Eye

(Dark Horse)		Orig	Good	Fine	NMint
Adapts Alan Dean Foster novel.					
❑ 1	*Dec 1995*	2.50	0.50	1.50	2.50
❑ 2	*Feb 1996*	2.50	0.50	1.50	2.50
❑ 3	*Apr 1996*	2.95	0.59	1.77	2.95



❑ 4	*Jun 1996*	2.95	0.59	1.77	2.95

Star Wars: Tales from Mos Eisley

(Dark Horse)		Orig	Good	Fine	NMint
No issue number.					
❑	*Mar 1996*	2.95	0.59	1.77	2.95

Star Wars: Tales of the Jedi

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1		2.50	1.00	3.00	5.00
❑ 2		2.50	0.80	2.40	4.00
❑ 3		2.50	0.60	1.80	3.00
❑ 4		2.50	0.60	1.80	3.00
❑ 5	*Feb 1994*	2.50	0.60	1.80	3.00

Star Wars: Tales of the Jedi: Dark Lords of the Sith

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Oct 1994*	2.50	0.50	1.50	2.50
❑ 2	*Nov 1994*	2.50	0.50	1.50	2.50
❑ 3	*Dec 1994*	2.50	0.50	1.50	2.50
❑ 4	*Jan 1995*	2.50	0.50	1.50	2.50
❑ 5	*Feb 1995*	2.50	0.50	1.50	2.50
❑ 6	*Mar 1995*	2.50	0.50	1.50	2.50

Star Wars: Tales of the Jedi: Fall of the Sith Empire

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Jun 1997*	2.95	0.59	1.77	2.95
❑ 2	*Jul 1997*	2.95	0.59	1.77	2.95
❑ 3	*Aug 1997*	2.95	0.59	1.77	2.95
❑ 4	*Sep 1997*	2.95	0.59	1.77	2.95
❑ 5	*Oct 1997*	2.95	0.59	1.77	2.95

Star Wars: Tales of the Jedi: The Freedon Nadd Uprising

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Aug 1994*	2.50	0.50	1.50	2.50
❑ 2	*Sep 1994*	2.50	0.50	1.50	2.50

Star Wars: Tales of the Jedi: Golden Age of the Sith

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Oct 1996*	2.95	0.59	1.77	2.95
❑ 2	*Nov 1996*	2.95	0.59	1.77	2.95
❑ 3	*Dec 1996*	2.95	0.59	1.77	2.95
❑ 4	*Jan 1997*	2.95	0.59	1.77	2.95
❑ 5	*Feb 1997*	2.95	0.59	1.77	2.95

Star Wars: Tales of the Jedi: Redemption

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Jul 1998*	2.95	0.59	1.77	2.95
❑ 2	*Aug 1998*	2.95	0.59	1.77	2.95
❑ 3	*Sep 1998*	2.95	0.59	1.77	2.95
❑ 4	*Oct 1998*	2.95	0.59	1.77	2.95
❑ 5	*Nov 1998*	2.95	0.59	1.77	2.95

Star Wars: Tales of the Jedi: The Sith War

(Dark Horse)		Orig	Good	Fine	NMint
❑ 1	*Aug 1995*	2.50	0.50	1.50	2.50
❑ 2	*Sep 1995*	2.50	0.50	1.50	2.50
❑ 3	*Oct 1995*	2.50	0.50	1.50	2.50
❑ 4	*Nov 1995*	2.50	0.50	1.50	2.50
❑ 5	*Dec 1995*	2.50	0.50	1.50	2.50
❑ 6	*Jan 1996*	2.50	0.50	1.50	2.50

Comics grades: **Good**, **Fine**, and Near Mint **(NMint)**. **Orig** is original price. See page 66 for more on comics grading.

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*Collected editions of comic books can be found under **Comic Books (Trade Paperbacks)**.*

Star Wars: X-Wing Rogue Squadron (Dark Horse)

			ORIG	GOOD	FINE	NMINT
Covers are numbered as individual mini-series, but it's really one long series, as indicated inside each issue.						
***Issues #1-4:** "The Rebel Opposition"*						
❑	1	*Jul 1995*	2.95	0.59	1.77	2.95
❑	2	*Aug 1995*	2.95	0.59	1.77	2.95
❑	3	*Sep 1995*	2.95	0.59	1.77	2.95
❑	4	*Oct 1995*	2.95	0.59	1.77	2.95
***Issues #5-8:** "The Phantom Affair"*						
❑	5	*Feb 1996*	2.95	0.59	1.77	2.95
❑	6	*Mar 1996*	2.95	0.59	1.77	2.95
❑	7	*Apr 1996*	2.95	0.59	1.77	2.95
❑	8	*Jun 1996*	2.95	0.59	1.77	2.95
***Issues #9-12:** "Battleground: Tatooine"*						
❑	9	*Jul 1996*	2.95	0.59	1.77	2.95
❑	10	*Jul 1996*	2.95	0.59	1.77	2.95
❑	11	*Aug 1996*	2.95	0.59	1.77	2.95
❑	12	*Sep 1996*	2.95	0.59	1.77	2.95
***Issues #13-16:** "The Warrior Princess"*						
❑	13	*Oct 1996*	2.95	0.59	1.77	2.95
❑	14	*Dec 1996*	2.95	0.59	1.77	2.95
❑	15	*Jan 1997*	2.95	0.59	1.77	2.95
❑	16	*Feb 1997*	2.95	0.59	1.77	2.95
***Issues #17-20:** "Requiem for a Rogue"*						
❑	17	*Mar 1997*	2.95	0.59	1.77	2.95
❑	18	*Apr 1997*	2.95	0.59	1.77	2.95
❑	19	*May 1997*	2.95	0.59	1.77	2.95
❑	20	*Jun 1997*	2.95	0.59	1.77	2.95
***Issues #21-24:** "In the Empire's Service"*						
❑	21	*Aug 1997*	2.95	0.59	1.77	2.95
❑	22	*Sep 1997*	2.95	0.59	1.77	2.95
❑	23	*Oct 1997*	2.95	0.59	1.77	2.95
❑	24	*Nov 1997*	2.95	0.59	1.77	2.95
***Issue #25:** "The Making of Baron Fel"*						
❑	25	*Dec 1997*	3.95	0.79	2.37	3.95
***Issues #26-27:** "Family Ties"*						
❑	26	*Jan 1998*	2.95	0.59	1.77	2.95
❑	27	*Feb 1998*	2.95	0.59	1.77	2.95
***Issues #28-31:** "Masquerade"*						
❑	28	*Mar 1998*	2.95	0.59	1.77	2.95
❑	29	*Apr 1998*	2.95	0.59	1.77	2.95
❑	30	*May 1998*	2.95	0.59	1.77	2.95
❑	31	*Jun 1998*	2.95	0.59	1.77	2.95
***Issues #32-35:** "Mandatory Retirement"*						
❑	32	*Jul 1998*	2.95	0.59	1.77	2.95
❑	33	*Aug 1998*	2.95	0.59	1.77	2.95
❑	34	*Sep 1998*	2.95	0.59	1.77	2.95
❑	35	*Nov 1998*	2.95	0.59	1.77	2.95

Star Wars: X-Wing Rogue Squadron Special (Dark Horse)

			ORIG	GOOD	FINE	NMINT
Promotional giveaway with Kellogg's Apple Jacks.						
❑		*Aug 1995*	0.00	0.20	0.60	1.00

Marvel

Ewoks (Marvel)

			ORIG	GOOD	FINE	NMINT
*Title was published under Marvel's **Star Comics** children's label.*						
❑	1		0.65	0.60	1.80	3.00
❑	2		0.65	0.40	1.20	2.00
❑	3		0.65	0.40	1.20	2.00
❑	4		0.65	0.40	1.20	2.00
❑	5		0.65	0.40	1.20	2.00
❑	6		0.75	0.30	0.90	1.50
❑	7		0.75	0.30	0.90	1.50
❑	8		0.75	0.30	0.90	1.50
❑	9	*Sep 1986*	0.75	0.30	0.90	1.50
❑	10		0.75	0.30	0.90	1.50
❑	11		0.75	0.30	0.90	1.50
❑	12		0.75	0.30	0.90	1.50
❑	13		0.75	0.30	0.90	1.50
❑	14		1.00	0.30	0.90	1.50

Marvel Special Edition (Marvel)

			ORIG	GOOD	FINE	NMINT
"Treasury sized" editions are giant-sized comics.						
❑	1	*1977*	1.00	2.00	6.00	10.00
*Treasury-sized adaption of **Star Wars***						
❑	2	*1977*	1.00	2.00	6.00	10.00
*Treasury-sized adaption of **Star Wars***						
❑	3		2.50	2.00	6.00	10.00
Tabloid-sized.						

Marvel Super Special (Marvel)

			ORIG	GOOD	FINE	NMINT
*Magazine-sized movie adaptations, part of a series of same. Missing issue numbers were published but were not **Star Wars**-related.*						
❑	16	*Aug 1980*	2.00	1.60	4.80	8.00
*Adapts **The Empire Strikes Back.***						
❑	27	*Sep 1983*	2.50	0.80	2.40	4.00
*Adapts **Return of the Jedi.***						

Return of the Jedi (Marvel)

			ORIG	GOOD	FINE	NMINT
Movie adaptation by Al Williamson.						
❑	1	*Oct 83*	0.60	0.30	0.90	1.50
❑	2	*Nov 83*	0.60	0.30	0.90	1.50
❑	3	*Dec 83*	0.60	0.20	0.60	1.00
❑	4	*Jan 84*	0.60	0.20	0.60	1.00

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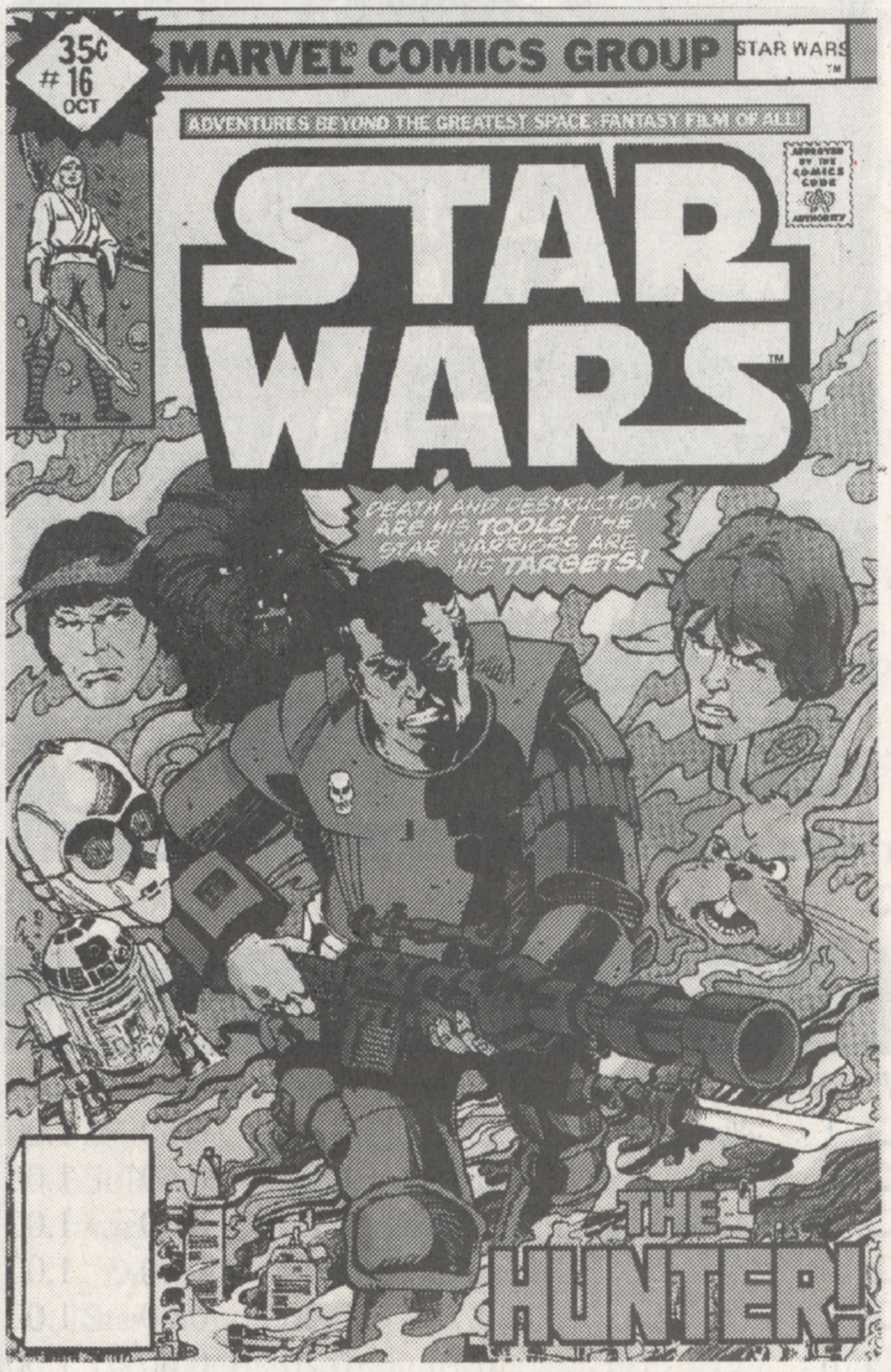
*Comics grades: **GOOD**, **FINE**, and Near Mint **(NMINT)**. **ORIG** is original price. See page 66 for more on comics grading.*

For information on buying and selling memorabilia, see page 51.

Star Wars (Marvel)		Orig	Good	Fine	NMint
Prices below are for first printings. Many reprints for #1-9 exist and are labeled "Reprint" on the cover and/or inside. Reprints are worth $2 in NM condition.					
❑ 1	*Jul 1977*	0.30	14.00	42.00	70.00
Howard Chaykin; movie adaptation in issues #1-6.					
❑ 1	*Jul 1977*; variant	0.35	85.00	255.00	425.00
Rare 35¢ test-market version.					
❑ 2	*Aug 1977*	0.30	7.60	22.80	38.00
❑ 3	*Sep 1977*	0.30	6.00	18.00	30.00
❑ 4	*Oct 1977*	0.30	6.00	18.00	30.00
❑ 5	*Nov 1977*	0.35	5.60	16.80	28.00
❑ 6	*Dec 1977*	0.35	5.60	16.80	28.00
❑ 7	*Jan 1978*	0.35	4.80	14.40	24.00
Howard Chaykin; original stories begin.					
❑ 8	*Feb 1978*	0.35	4.80	14.40	24.00
❑ 9	*Mar 1978*	0.35	4.80	14.40	24.00
❑ 10	*Apr 1978*	0.35	4.80	14.40	24.00
❑ 11	*May 1978*	0.35	4.40	13.20	22.00
❑ 12	*Jun 1978*	0.35	4.40	13.20	22.00
❑ 13	*Jul 1978*	0.35	4.40	13.20	22.00
❑ 14	*Aug 1978*	0.35	4.40	13.20	22.00
❑ 15	*Sep 1978*	0.35	4.40	13.20	22.00



❑ 16	*Oct 1978*	0.35	4.40	13.20	22.00
Introduction of Valence, the bounty hunter.					

Star Wars (cont'd)		Orig	Good	Fine	NMint
❑ 17	*Nov 1978*	0.35	4.40	13.20	22.00
Low distribution; pre-movie Tatooine adventure.					
❑ 18	*Dec 1978*	0.35	4.40	13.20	22.00
Low distribution on this issue.					
❑ 19	*Jan 1979*	0.35	4.40	13.20	22.00
Low distribution on this issue.					
❑ 20	*Feb 1979*	0.35	4.40	13.20	22.00
❑ 21	*Mar 1979*	0.35	4.00	12.00	20.00
❑ 22	*Apr 1979*	0.35	4.00	12.00	20.00
❑ 23	*May 1979*	0.40	4.00	12.00	20.00
Luke "attacks" Vader long-range through Force					
❑ 24	*Jun 1979*	0.40	4.00	12.00	20.00
Young Obi-Wan flashback to before first movie.					
❑ 25	*Jul 1979*	0.40	4.00	12.00	20.00
❑ 26	*Aug 1979*	0.40	4.00	12.00	20.00
❑ 27	*Sep 1979*	0.40	4.00	12.00	20.00
Luke vs. Valence					
❑ 28	*Oct 1979*	0.40	4.00	12.00	20.00
"Monkey Jabba the Hutt" (not movie version) story.					
❑ 29	*Nov 1979*	0.40	4.00	12.00	20.00
Darth Vader vs. Valence.					
❑ 30	*Dec 1979*	0.40	4.00	12.00	20.00
Princess Leia solo story.					
❑ 31	*Jan 1980*	0.40	4.00	12.00	20.00
"Return to Tatooine"; Camie, Fixer appear.					
❑ 32	*Feb 1980*	0.40	4.00	12.00	20.00
❑ 33	*Mar 1980*	0.40	4.00	12.00	20.00
Luke vs. Baron Tagge.					
❑ 34	*Apr 1980*	0.40	4.00	12.00	20.00
❑ 35	*May 1980*	0.40	4.00	12.00	20.00
Luke, Vader meet for first time.					
❑ 36	*Jun 1980*	0.40	4.00	12.00	20.00
Domina Tagge engineers Luke/Vader duel.					
❑ 37	*Jul 1980*	0.40	4.00	12.00	20.00
First Luke/Vader duel.					
❑ 38	*Aug 1980*	0.40	4.00	12.00	20.00
*Last pre-**Empire** story; Michael Golden art.*					
***Issues #39-44: Empire Strikes Back** adaptation, by Archie Goodwin and Al Williamson.*					
❑ 39	*Sep 1980*	0.50	5.60	16.80	28.00
❑ 40	*Oct 1980*	0.50	5.60	16.80	28.00
❑ 41	*Nov 1980*	0.50	5.60	16.80	28.00
❑ 42	*Dec 1980*	0.50	5.60	16.80	28.00
❑ 43	*Jan 1981*	0.50	5.60	16.80	28.00
❑ 44	*Feb 1981*	0.50	5.60	16.80	28.00
❑ 45	*Mar 1981*	0.50	4.40	13.20	22.00
*First post-**Empire** original story*					
❑ 46	*Apr 1981*	0.50	4.40	13.20	22.00
❑ 47	*May 1981*	0.50	4.40	13.20	22.00
❑ 48	*Jun 1981*	0.50	4.40	13.20	22.00
❑ 49	*Jul 1981*	0.50	4.40	13.20	22.00
Low distribution on this issue.					
❑ 50	*Aug 1981*	0.75	4.40	13.20	22.00
Double-sized Walter Simonson/Al Williamson issue.					

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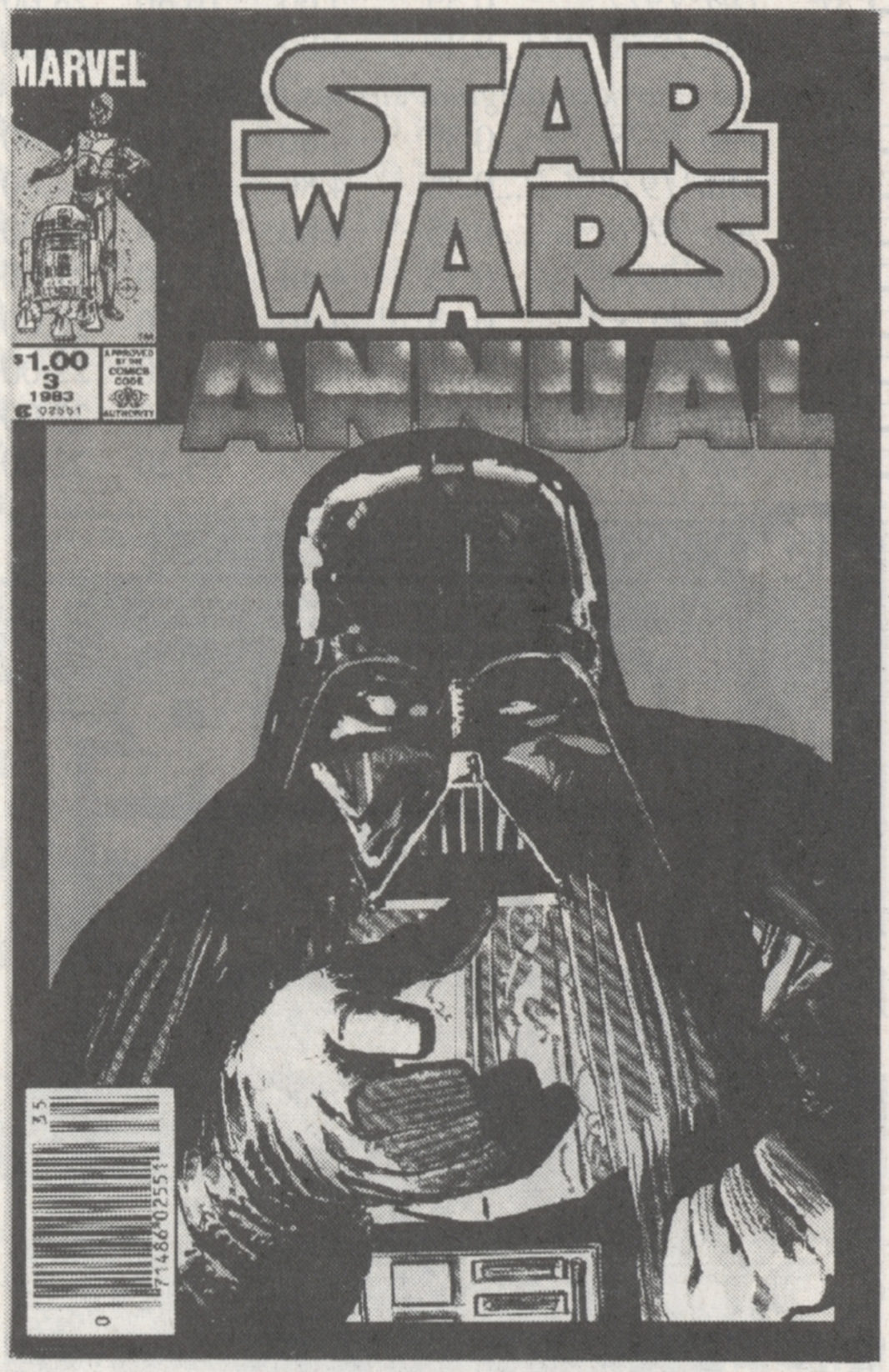
Comics grades: **Good**, **Fine**, and Near Mint **(NMint)**. **Orig** is original price. See page 66 for more on comics grading.

Collected editions of comic books can be found under ***Comic Books (Trade Paperbacks).***

Star Wars (cont'd)		Orig	Good	Fine	NMint
❑ 51	*Sep 1981*	0.50	4.00	12.00	20.00
	"Tarkin," Death Star successor station.				
❑ 52	*Oct 1981*	0.50	4.00	12.00	20.00
❑ 53	*Nov 1981*	0.50	4.00	12.00	20.00
❑ 54	*Dec 1981*	0.50	4.00	12.00	20.00
❑ 55	*Jan 1982*	0.60	4.00	12.00	20.00
❑ 56	*Feb 1982*	0.60	4.00	12.00	20.00
❑ 57	*Mar 1982*	0.60	4.00	12.00	20.00
❑ 58	*Apr 1982*	0.60	4.00	12.00	20.00
❑ 59	*May 1982*	0.60	4.00	12.00	20.00
❑ 60	*Jun 1982*	0.60	4.00	12.00	20.00
❑ 61	*Jul 1982*	0.60	4.00	12.00	20.00
❑ 62	*Aug 1982*	0.60	4.00	12.00	20.00
	Luke kicked out of Alliance.				
❑ 63	*Sep 1982*	0.60	4.00	12.00	20.00
❑ 64	*Oct 1982*	0.60	4.00	12.00	20.00
❑ 65	*Nov 1982*	0.60	4.00	12.00	20.00
❑ 66	*Dec 1982*	0.60	4.00	12.00	20.00
❑ 67	*Jan 1983*	0.60	4.00	12.00	20.00
❑ 68	*Feb 1983*	0.60	5.00	15.00	25.00
❑ 69	*Mar 1983*	0.60	4.00	12.00	20.00
❑ 70	*Apr 1983*	0.60	4.00	12.00	20.00
❑ 71	*May 1983*	0.60	4.00	12.00	20.00
❑ 72	*Jun 1983*	0.60	4.00	12.00	20.00
❑ 73	*Jul 1983*	0.60	4.00	12.00	20.00
❑ 74	*Aug 1983*	0.60	4.00	12.00	20.00
❑ 75	*Sep 1983*	0.60	4.00	12.00	20.00
❑ 76	*Oct 1983*	0.60	3.60	10.80	18.00
❑ 77	*Nov 1983*	0.60	3.60	10.80	18.00
❑ 78	*Dec 1983*	0.60	3.60	10.80	18.00
❑ 79	*Jan 1984*	0.60	3.60	10.80	18.00
❑ 80	*Feb 1984*	0.60	3.60	10.80	18.00
❑ 81	*Mar 1984*	0.60	3.60	10.80	18.00
	*First post-**Return of the Jedi** story.*				
❑ 82	*Apr 1984*	0.60	3.60	10.80	18.00
❑ 83	*May 1984*	0.60	3.60	10.80	18.00
❑ 84	*Jun 1984*	0.60	3.60	10.80	18.00
❑ 85	*Jul 1984*	0.60	3.60	10.80	18.00
❑ 86	*Aug 1984*	0.60	3.60	10.80	18.00
❑ 87	*Sep 1984*	0.60	3.60	10.80	18.00
❑ 88	*Oct 1984*	0.60	3.60	10.80	18.00
❑ 89	*Nov 1984*	0.60	3.60	10.80	18.00
❑ 90	*Dec 1984*	0.60	3.60	10.80	18.00
❑ 91	*Jan 1985*	0.60	3.60	10.80	18.00
❑ 92	*Feb 1985*	1.00	3.60	10.80	18.00
❑ 93	*Mar 1985*	0.60	3.60	10.80	18.00
❑ 94	*Apr 1985*	0.65	3.60	10.80	18.00
❑ 95	*May 1985*	0.65	3.60	10.80	18.00
❑ 96	*Jun 1985*	0.65	3.60	10.80	18.00
❑ 97	*Jul 1985*	0.65	3.60	10.80	18.00
❑ 98	*Aug 1985*	0.65	3.60	10.80	18.00
❑ 99	*Sep 1985*	0.65	3.60	10.80	18.00
❑ 100	*Oct 1985*	1.25	3.60	10.80	18.00
❑ 101	*Nov 1985*	0.65	4.80	14.40	24.00

Star Wars (cont'd)		Orig	Good	Fine	NMint
❑ 102	*Dec 1985*	0.65	4.80	14.40	24.00
❑ 103	*Jan 1986*	0.65	4.80	14.40	24.00
❑ 104	*Mar 1986*	0.75	4.80	14.40	24.00
❑ 105	*May 1986*	0.75	4.80	14.40	24.00
❑ 106	*Jul 1986*	0.75	4.80	14.40	24.00
❑ 107	*Sep 1986*	0.75	13.00	39.00	65.00
	Final issue; low distribution.				

Star Wars Annual (Marvel)		Orig	Good	Fine	NMint
❑ 1	*Dec 1979*	0.75	4.40	13.20	22.00
❑ 2	*1982*	1.00	3.00	9.00	15.00



❑ 3	*1983*	1.00	4.00	12.00	20.00

Star Wars: Droids (Marvel)		Orig	Good	Fine	NMint
*Published under Marvel's **Star Comics** children's label.*					
❑ 1	*Apr 1987*	0.75	0.20	0.60	1.00
❑ 2		0.75	0.20	0.60	1.00
❑ 3		0.75	0.20	0.60	1.00
❑ 4		0.75	0.20	0.60	1.00
❑ 5		0.75	0.20	0.60	1.00
❑ 6		0.75	0.20	0.60	1.00
❑ 7		0.75	0.20	0.60	1.00
❑ 8		1.00	0.20	0.60	1.00

Comics grades: ***Good****,* ***Fine****, and Near Mint* ***(NMint)****.* ***Orig*** *is original price. See page 66 for more on comics grading.*

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

For information on buying and selling memorabilia, see page 51.

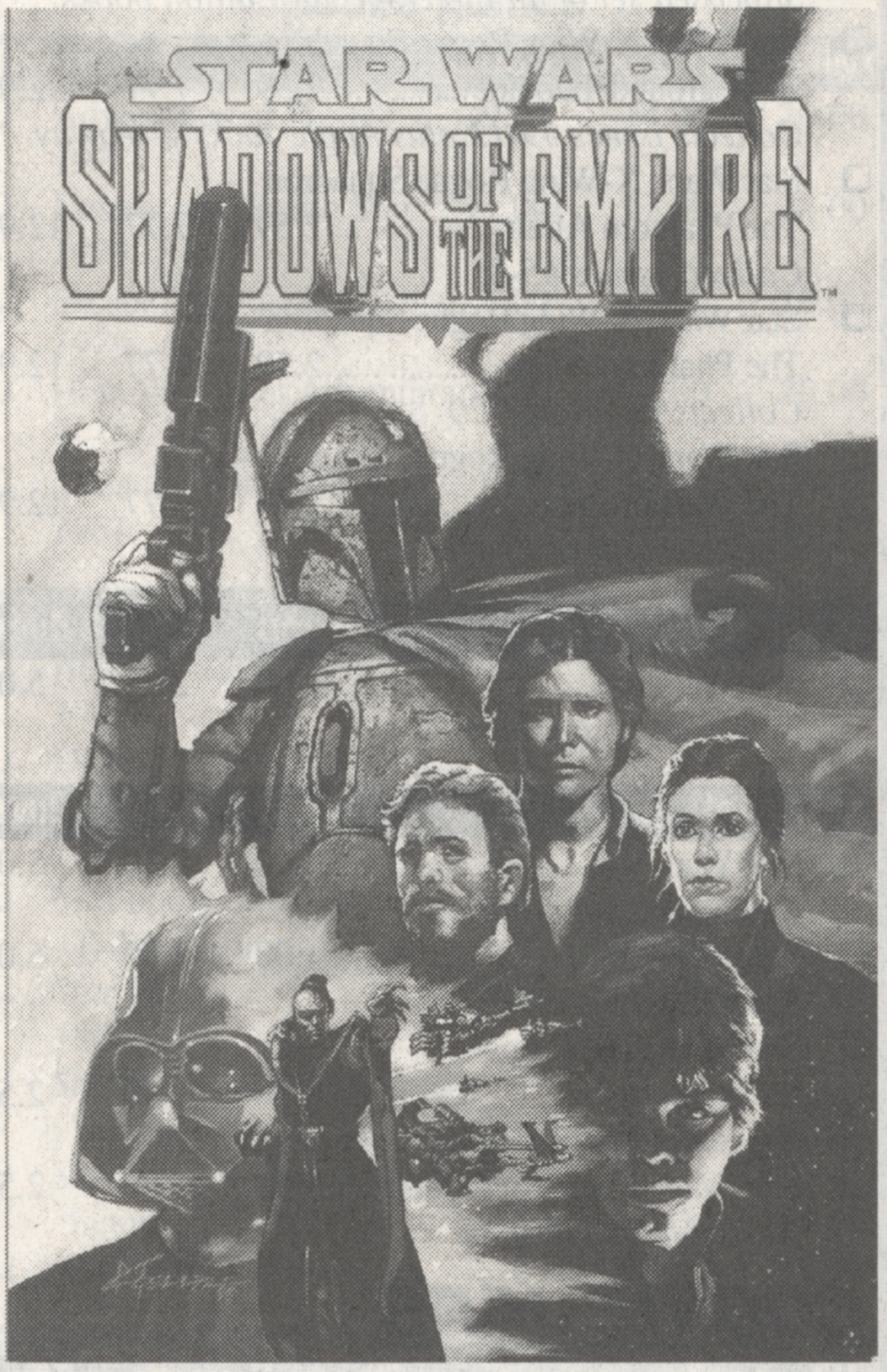
COMICS (TPBs)

Trade Paperback Collections and Graphic Novels

(Dark Horse)	Good	Fine	Mint
Many Dark Horse trade paperbacks are still available to stores from their distributors, so most prices reflect the cover price.			
❑ Classic Star Wars: The Early Adventures	3.99	11.97	19.95
Collects series			
❑ Classic Star Wars: The Empire Strikes Back	1.99	5.97	9.95
Collects series			
❑ Classic Star Wars: Han Solo at Stars' End	1.39	4.17	6.95
Collects series			
❑ Classic Star Wars: A New Hope	1.99	5.97	9.95
Collects series			
❑ Classic Star Wars: Return of the Jedi	1.99	5.97	9.95
Collects series			
❑ Classic Star Wars: Vol. 1: In Deadly Pursuit	3.39	10.17	16.95
*Collects **Classic Star Wars** #1-7*			
❑ Classic Star Wars: Vol. 2: The Rebel Storm	3.39	10.17	16.95
*Collects **Classic Star Wars** #8-14*			
❑ Classic Star Wars: Vol. 3: Escape to Hoth	3.39	10.17	16.95
*Collects **Classic Star Wars** #15-20*			
❑ Star Wars: Battle of the Bounty Hunters	3.59	10.77	17.95
Pop-up comics hardcover			
❑ Star Wars: Boba Fett — Death, Lies, & Treachery	2.59	7.77	12.95
Collects series			
❑ Star Wars: Crimson Empire ...	3.59	10.77	17.95
Collects series			
❑ Star Wars: Dark Empire	3.59	10.77	17.95
Collects series			
❑ Star Wars: Dark Empire II	3.59	10.77	17.95
Collects series; Aug 1995			
❑ Star Wars: Dark Empire II	3.59	10.77	17.95
Alternate cover, embossed foil logo			
❑ Star Wars: Dark Force Rising	3.59	10.77	17.95
Collects series			
❑ Star Wars: Dark Forces — Soldier for the Empire	4.99	14.97	24.95
hardcover; prose story with illustrations based on Dark Forces computer game			
❑ Star Wars: Droids — The Kalarba Adventures	3.59	10.77	17.95
*Collects **Star Wars Droids Special**, issues #1-6, and an eight-page story from **Star Wars Galaxy***			

Comics Trade Paperbacks (cont'd)

(Dark Horse) (cont'd)	Good	Fine	Mint
❑ Star Wars: Droids — Rebellion	2.99	8.97	14.95
Collects series			
❑ Star Wars: Empire's End	1.19	3.57	5.95
Collects series			
❑ Star Wars: The Empire Strikes Back — The Special Edition.....	1.99	5.97	9.95
*Reprints Marvel's **Star Wars** #39-44*			
❑ Star Wars: Heir to the Empire	3.99	11.97	19.95
Collects series			
❑ Star Wars: Jabba the Hutt — The Art of the Deal	1.99	5.97	9.95
Collects one-shots			
❑ Star Wars: A New Hope — The Special Edition	1.99	5.97	9.95
❑ Star Wars: Return of the Jedi — The Special Edition	1.99	5.97	9.95



❑ Star Wars: Shadows of the Empire	3.59	10.77	17.95
Collects series			
❑ Star Wars: Splinter of the Mind's Eye	2.99	8.97	14.95

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

Comics grades: **Good**, **Fine**, and Near Mint **(NMint)**. See page 66 for more on comics grading.

For information on buying and selling memorabilia, see page 51.

Role-Playing Games

(West End Games)	Good	Exclnt	Mint

All for ***Star Wars: The Role-Playing Game:***

Star Wars: The Role-Playing Game, Basic Rulebook *from West End, $30 Mint.*

❑	Basic Rulebook *1987*	14.00	21.00	30.00
❑	2nd Edition Rulebook	14.00	21.00	30.00
❑	Gamemaster Handbook *1993*	8.00	14.00	18.00
❑	Gamemaster Screen (rev.) . *1996*	4.00	7.00	10.00
❑	*Star Wars* Introductory Box Set *1997*	9.00	14.00	20.00
❑	*Star Wars* Rules Companion .. 1989	5.00	10.00	15.00
❑	*Star Wars* Sourcebook 1988	12.00	19.00	25.00
❑	*Star Wars* Sourcebook ..... 2nd Edition	10.00	16.00	22.00

Trading-Card Games

(Decipher)	Mint
❑ Star Wars Collectible Card Game ..... *Set of 324 cards, Limited Edition,, 1995*	400.00
❑ Limited Ed. Starter Deck Display ..... *12 decks inside*	114.00
❑ Limited Ed. Booster Pack Display ..... *12 decks inside*	108.00

MEDALS

(W. Berrie)	Good	Exclnt	Mint
❑ Chewbacca *1980*	6.00	8.00	12.00
❑ X-Wing *1980*	6.00	8.00	12.00

MODEL ROCKET KITS

(Estes)	Good	Exclnt	Mint

All released in 1978.

❑	Flying R2-D2	9.00	13.00	20.00
❑	TIE Fighter	11.00	16.00	25.00
❑	X-Wing Fighter	11.00	16.00	25.00
❑	X-Wing with Maxi-Brutel..	18.00	25.00	40.00

MUGS

Ceramics (Sigma)	Good	Exclnt	Mint
❑ C-3PO	16.00	23.00	35.00
❑ Chewbacca	18.00	25.00	40.00
❑ Darth Vader	16.00	23.00	35.00
❑ Gamorrean Guard	10.00	20.00	30.00
❑ Han Solo	23.00	35.00	50.00
❑ Lando Calrissian	16.00	23.00	35.00
❑ Leia	20.00	30.00	45.00
❑ Luke Skywalker	20.00	30.00	45.00

PAINT SETS

(Craft Master)	Good	Exclnt	Mint
❑ Admiral Ackbar Figurine ..	9.00	13.00	20.00
❑ C-3PO Figurine	9.00	13.00	20.00
❑ Darth Vader, glow-in-the-dark	9.00	13.00	20.00
❑ Han Solo Figurine	16.00	23.00	35.00
❑ Leia & Han Solo glow-in-the dark	9.00	13.00	20.00
❑ Leia Figurine Paint Set	11.00	16.00	25.00
❑ Luke & Tauntaun Figurine	14.00	20.00	30.00
❑ Luke Skywalker glow-in-the-dark	9.00	13.00	20.00
❑ Wicket Figurine	9.00	13.00	20.00
❑ Yoda Figurine	9.00	13.00	20.00
❑ Yoda Paint Set, glow-in-the-dark	9.00	13.00	20.00

PLAY-DOH SETS

	Good	Exclnt	Mint
❑ Ewoks	11.00	16.00	30.00
❑ Ice Planet Hoth	16.00	23.00	35.00
❑ Jabba the Hutt	11.00	16.00	30.00
❑ Star Wars Action	20.00	30.00	45.00

POSTERS

	Good	Exclnt	Mint
❑ Empire Strikes Back Poster Album Vol. 1	10.00	15.00	25.00
❑ Empire Strikes Back Radio Program Poster .	15.00	20.00	30.00

General collectible grades: ***Good****, Excellent* ***(Exclnt)****, and* ***Mint****. See page 52 for detailed grading descriptions.*

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

For information on buying and selling memorabilia, see page 51.

Posters (cont'd

Theatrical	Mint
❑ Empire Strikes Back 1981 re-release	35.00
❑ Empire Strikes Back 1982 re-release	35.00
❑ Empire Strikes Back advance	100.00
❑ Empire Strikes Back Special Edition	20.00
❑ Return of the Jedi 1985 re-release	30.00
❑ Return of the Jedi Special Edition	20.00
❑ Revenge of the Jedi with date	150.00
❑ Revenge of the Jedi without date	200.00
❑ Star Wars 1982 re-release	50.00
❑ Star Wars Birthday, first anniversary	600.00
❑ Star Wars Mylar advance	1,200.00
❑ Star Wars second advance	175.00
❑ Star Wars Special Edition	20.00
❑ Star Wars: Episode I — The Phantom Menace	20.00

(Burger King)	Good	Exclnt	Mint
All released in 1978 except Dagobah, released in 1980:			
❑ Chewbacca	5.00	7.00	10.00
❑ Dagobah	5.00	7.00	10.00
❑ Darth Vader	5.00	7.00	10.00
❑ Hoth Poster	5.00	7.00	10.00
❑ Luke Skywalker	5.00	7.00	10.00
❑ R2-D2 Poster	5.00	7.00	10.00

(General Mills)	Good	Exclnt	Mint
All released in 1978			
❑ Star Destroyer	5.00	10.00	15.00
❑ TIE Fighter & X-Wing	30.00	40.00	50.00

(Golden)	Good	Exclnt	Mint
❑ Star Wars Radio Program	23.00	35.00	50.00

(Nestea)	Good	Exclnt	Mint
All released in 1980			
❑ Darth Vader	5.00	7.00	10.00
❑ Luke Skywalker	5.00	7.00	10.00

(Proctor & Gamble)	Good	Exclnt	Mint
All released in 1980 except 1978's Ben Kenobi/Darth Vader and Death Star.			
❑ Ben Kenobi/Darth Vader	9.00	13.00	20.00
❑ Darth Vader	5.00	8.00	12.00
❑ Death Star	5.00	8.00	12.00
❑ Luke Skywalker	5.00	8.00	12.00
❑ R2-D2 & C-3PO	5.00	8.00	12.00

PRESS KITS

	Good	Exclnt	Mint
❑ Original Press Kit *1977*	25.00	45.00	75.00

PUNCHING BAGS

[Kenner]	Good	Exclnt	Mint
All released in 1977			
❑ Chewbacca, 50"	20.00	40.00	100.00
❑ Darth Vader, 50"	15.00	30.00	60.00
❑ Jawa, 50"	45.00	65.00	100.00
❑ R2-D2, 50"	15.00	30.00	60.00

PUPPETS

	Good	Exclnt	Mint
❑ Yoda Hand Puppet	14.00	20.00	40.00

PUZZLES

[Craft Master]	Good	Exclnt	Mint
❑ Jabba the Hutt *1983*	4.00	7.00	10.00

[Kenner]	Good	Exclnt	Mint
140 pieces:			
❑ Attack of the Sand People	5.00	7.00	10.00

***C-3PO and R2-D2 140-piece puzzle** from Kenner, $12 Mint.*

❑ C-3PO and R2-D2	6.00	8.00	12.00
❑ Han Solo and Chewbacca	6.00	8.00	12.00
❑ Jawas capture R2-D2	4.00	6.00	10.00
❑ Stormtroopers stop the Landspeeder	5.00	7.00	10.00
❑ Trapped in the Trash Compactor	5.00	7.00	10.00
500 pieces:			
❑ Cantina Band	6.00	8.00	12.00
❑ Luke and Leia leap	6.00	8.00	12.00
❑ Luke Skywalker	6.00	10.00	15.00
❑ Space Battle	7.00	10.00	15.00
❑ Victory Celebration	6.00	8.00	12.00
❑ X-Wing Fighters	6.00	8.00	12.00

General collectible grades: **Good**, Excellent **(Exclnt)**, and **Mint**. See page 52 for detailed grading descriptions.

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

RECORDS

Record-album pricing information is compiled for this guide by *Goldmine*, Krause Publications' biweekly magazine for record collectors.

Most *Star Wars* records still affordable

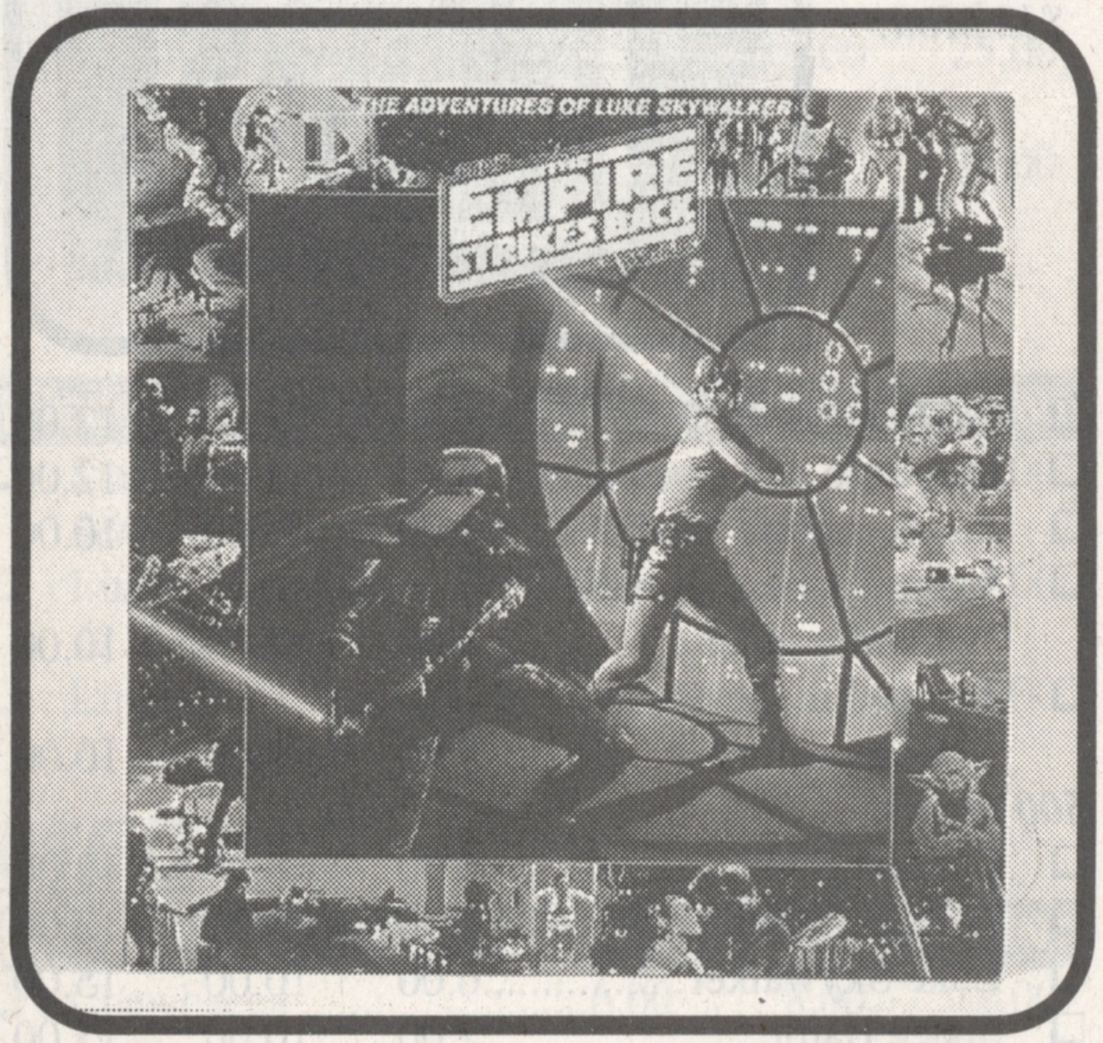
by Tim Neely

Book editor and research director for **Goldmine**

With the renewed interest in all things *Star Wars*, I've been asked many times about the value of the various soundtracks and recorded tie-ins to the first three movies. And I've usually had to give people bad news: Indeed, there's greater interest in this material than there was, say, two years ago. But for the most part, the values of *Star Wars* records has not gone up. Actually, collecting these records is one of the more affordable ways to compile an interesting *Star Wars* collection.

There's a very simple reason for this: The supply is more than adequate to meet the demand.

The original *Star Wars* soundtrack, released on the former 20th Century label in 1977, was certified platinum for sales of 1 million copies by the Recording Industry Association of America. It's likely the two-record set sold a lot more copies than that, as certifications for multi-platinum sales did not begin until years after the original 2-LP set went out of print. Even today, more than 20 years after this album was released, it's one of the easier orchestral soundtracks to find in used record bins. Average-condition copies can be found for a couple bucks; near-mint (like new) copies, with the original poster and flyer still with the package, can still be had for $12-$15 at most. Some may charge more for it, but the album is so common that you'll probably find an equal copy cheaper without much difficulty.



The Story Of Star Wars *with attached booklet, 20th Century Records T-550:$15 Mint.*

Also not challenging to find, despite theories to the contrary, is *The Story Of Star Wars*. This was essentially a storybook record, with highlights from the movie narrated by Roscoe Lee Brown (Box from the movie *Logan's Run*, incidentally). Also released on 20th Century Records in 1977, with its booklet attached it's in the $12-$15 range for a near-mint copy, about the same as the original soundtrack. Lesser condition copies are plentiful and cheaper.

The same is true of the soundtracks and official tie-ins to *The Empire Strikes Back* and *Return Of The Jedi*. Neither is particularly hard to find, and again they can be had for $12-$15 at most, even in top condition.

Much more difficult to find than the albums is the original 20th Century 45 rpm pressing of the "Star Wars Main Title," excerpted from the soundtrack album. The actual 45, which made the top 10 on the *Billboard* music charts in the summer of 1977, isn't too hard to find in the $3-$5 range for a near mint copy. The challenge is coming up with the accompanying picture sleeve. Very few copies of the 45 had this sleeve with it; the sleeve alone can fetch $12-$15 — as much as any of the soundtrack albums!

Probably the most interesting *Star Wars* record collectibles are two 7-inch storybooks put out by the Disney people in the early 1980s. These two booklets tell the story of the first two installments of the trilogy – in Spanish! These are among the least-known, but more sought-after, *Star Wars* records and can fetch $15-$20 in near-mint condition. Disney did similar storybooks in English for not only the three movies, but for other uses of Lucasfilms characters such as *The Ewok Adventures*; these are common and still can be found for under $10.

The Empire Strikes Back/The Adventures of Luke Skywalker *with attached booklet, RSO Records RS-2-4021: $15 Mint.*

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For information on buying and selling memorabilia, see page 51.

RECORDS

Record albums are divided here by their recording stu dios. Some identifying numbers have been included.

(Buena Vista)	MINT
❑ *The Empire Strikes Back* *7-inch book and record, Buena Vista 451*	$10.00
❑ *La Guerra de las Galaxias* *7-inch book and record in Spanish, 450M*	$20.00
❑ *El Imperio Contraataca* *7-inch book and record in Spanish, 451M*	$20.00
❑ *Return of the Jedi* *7-inch book and record, Buena Vista 455*	$10.00
❑ *Star Wars*, 7-inch book and record *Buena Vista 450*	$10.00
❑ The Story of *The Empire Strikes Back* *With attached booklet, Buena Vista BV-62102*	$20.00
❑ The Story of *Return of the Jedi* *With attached booklet, BV-62103*	$20.00
❑ The Story of *Return of the Jedi* *Picture disc*	$30.00
❑ The Story of *Star Wars* *With attached 16-page booklet, BV-62101*	$20.00

(London ZM)	MINT
❑ Suites from *Star Wars/Close Encounters of the Third Kind* *Zubin Mehta/Los Angeles Philharmonic* *London ZM 1001*	$12.00

(Mobile Fidelity)	MINT
❑ Suites from *Star Wars/Close Encounters of the Third Kind* *Zubin Mehta/Los Angeles Philharmonic* *MFSL 1-008 (Original Master Recording)*	$60.00

(Millennium)	MINT
❑ *Star Wars* and Other Galactic Funk *Meco, Millennium MLP-8001*	$15.00

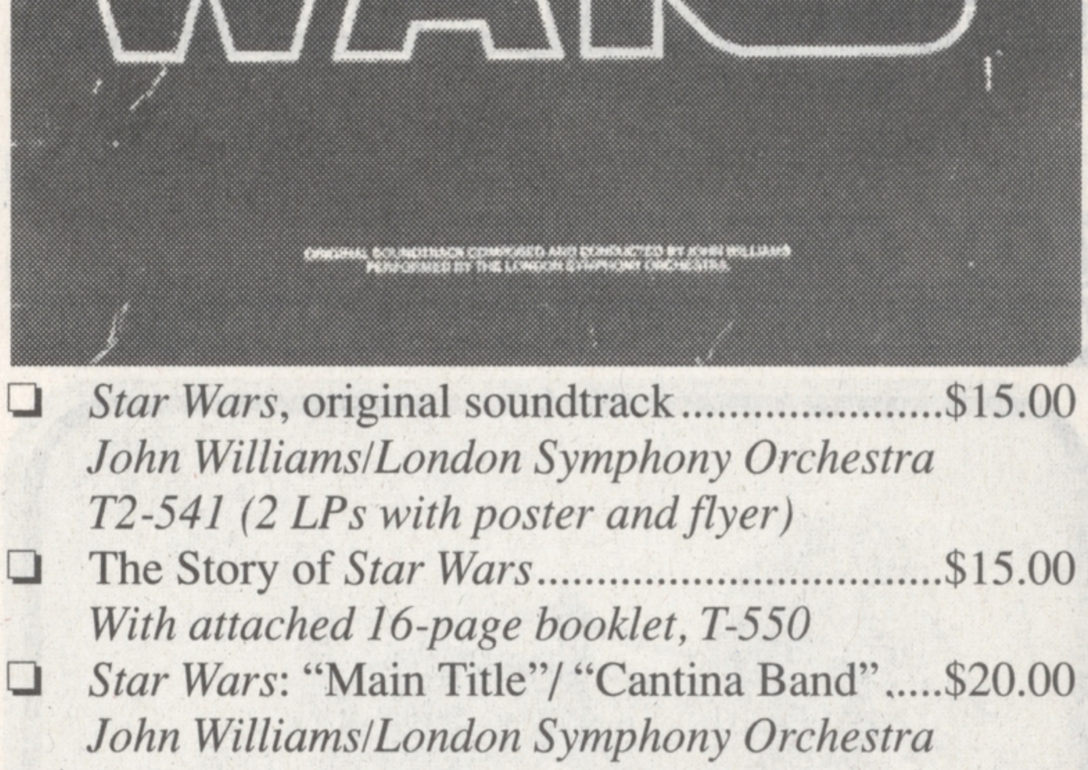
(Musicor)	MINT
❑ Music from Star Wars *The Electric Moog Orchestra, MUS-8801*	$12.00

(RSO)	MINT
❑ *The Empire Strikes Back* original soundtrack *John Williams/London Symphony Orchestra* *RS-2-4021 (2 LPs with 12-page book)*	$15.00
❑ *The Empire Strikes Back*/The Adventures of Luke Skywalker, with booklet *RS-1-3081*	$12.00
❑ Meco Plays Music from *The Empire Strikes Back* *Meco, RO-1-3086 (10-inch LP)*	$12.00

Records (cont'd)

(RSO) (cont'd)	MINT
❑ *Return of the Jedi*, original soundtrack *John Williams/London Symphony Orchestra,* *RSO 422-811 767-1*	$12.00

(20th Century)	MINT
❑ *Star Wars*, original soundtrack *John Williams/London Symphony Orchestra* *T2-541 (2 LPs with poster and flyer)*	$15.00
❑ The Story of *Star Wars* *With attached 16-page booklet, T-550*	$15.00
❑ *Star Wars*: "Main Title"/ "Cantina Band" *John Williams/London Symphony Orchestra* *TC-2345(45 rpm with scarce picture sleeve)*	$20.00
❑ *Star Wars*: "Main Title"/ "Cantina Band," *Same as above, no picture sleeve*	$5.00
❑ The Story of *Star Wars*, picture disc *PR-103*	$20.00



RINGS

[W. Berrie]	GOOD	EXCLNT	MINT
❑ Darth Vader *1980*	6.00	8.00	12.00

SCHOOL SUPPLIES

[Sigma]	GOOD	EXCLNT	MINT
❑ C-3PO Pencil Tray	23.00	35.00	50.00
❑ C-3PO Tape Dispenser	23.00	35.00	50.00
❑ Darth Vader Duty Roster	5.00	7.00	10.00
❑ R2-D2 String Dispenser with Scissors	20.00	30.00	45.00
❑ Yoda Tumbler/Pencil Cup	20.00	30.00	45.00

General collectible grades: **GOOD**, Excellent **(EXCLT)**, and **MINT**. See page 52 for detailed grading descriptions.

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For information on buying and selling memorabilia, see page 51.

STICKER ALBUMS

See also listings under ***Fast Food Premiums***

(Ballantine)	Good	Fine	NMint
❑ Intergalactic Passport & Stickers *1983*	7.00	10.00	15.00

(Panini)	Good	Fine	NMint
❑ Sticker Book *256 stickers, 1977*	23.00	35.00	50.00

TOOTHBRUSHES

	Good	Exclnt	Mint
❑ Wicket Toothbrush, battery operated *1984*	9.00	13.00	20.00

(Kenner)	Good	Exclnt	Mint
❑ Electric Toothbrush *1978*	16.00	23.00	35.00

(Sigma)	Good	Exclnt	Mint
❑ Snow Speeder Toothbrush Holder	25.00	35.00	45.00

TOY CREATURES

Empire Strikes Back (Kenner)	MNP	MIP

***Tauntaun**, solid belly from Kenner Empire Strikes Back Collection: $20 MNP, $60 MIP*

❑ Tauntaun, solid belly *1980*	20.00	60.00
❑ Tauntaun, split belly *1982*	19.00	60.00
❑ Wampa *1982*	15.00	55.00

Toy Creatures (cont'd)

Return of the Jedi (Kenner)	MNP	MIP
❑ Rancor Monster *1983*	30.00	70.00

Star Wars (Kenner)	MNP	MIP
❑ Dewback *1979*	40.00	90.00

TOY PLAYSETS

Sized for 3" figures

Empire Strikes Back (Kenner)	MNP	MIP
❑ Dagobah *1982*	25.00	85.00
❑ Darth Vader's Star Destroyer *1980*	50.00	170.00
❑ Hoth Ice Planet *1980*	45.00	95.00
❑ Imperial Attack Base *1980*	25.00	65.00
❑ Rebel Command Center *1980*	65.00	210.00
❑ Turret and Probot *1980*	45.00	90.00

Ewoks (Kenner)	MNP	MIP
❑ Ewoks Treehouse, 1985 *1985*	18.00	45.00

Power of the Force (Kenner)	MNP	MIP
❑ Jabba's Dungeon, with Amanaman, EV-9D9, Barada *1984*	220.00	310.00

Return of the Jedi (Kenner)	MNP	MIP
❑ Ewok Assault Catapult *1983*	11.00	25.00
❑ Ewok Village *1983*	35.00	70.00
❑ Jabba's Dungeon, with Nikto, 8D8, Klaatu *1983*	30.00	100.00
❑ Vehicle Maintenance Energizer *1983*	8.00	20.00

Sears Exclusives (Kenner)	MNP	MIP
❑ Cloud City Play Set *1981*	135.00	350.00
❑ Cantina Adventure Set *1977*	230.00	640.00

General collectible grades: ***Good****, Excellent* ***(Exclt)****, and* ***Mint. MNP****= Mint, No Package.* ***MIP*** *= Mint, In Package.*

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*See also listings under **Action Figures** beginning on page 53.*

Toy Playsets (cont'd)

Star Wars (Kenner)	MNP	MIP
All released in 1977.		
❑ Creature Cantina	45.00	115.00
❑ Death Star Space Station	90.00	480.00
❑ Droid Factory	50.00	140.00
❑ Land of the Jawas	45.00	105.00

Smaller size

Micro Series (Kenner)	MNP	MIP
All released in 1982.		
❑ Bespin Control Room	12.00	35.00
❑ Bespin Freeze Chamber	30.00	65.00
❑ Bespin Gantry	12.00	30.00
❑ Death Star Compactor	30.00	70.00
❑ Death Star Escape	15.00	40.00
❑ Death Star World	50.00	155.00
❑ Hoth Generator Attack	14.00	35.00
❑ Hoth Ion Cannon	19.00	45.00
❑ Hoth Turret Defense	15.00	40.00
❑ Hoth Wampa Cave	14.00	35.00
❑ Hoth World	60.00	155.00

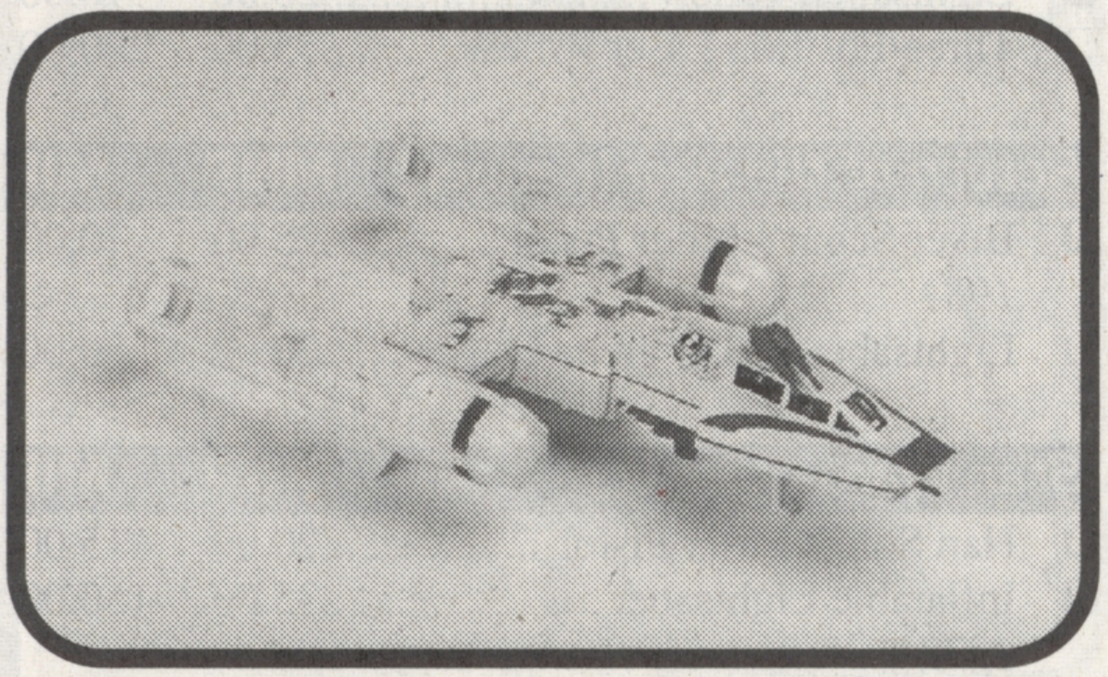
TOY VEHICLES

***Note:** Galoob **Micro-Machines** are not included in this guide, but most are valued at their original price.*

Die-Cast Vehicles

Series I (Kenner)	MNP	MIP
All released in 1979.		
❑ Darth Vader's TIE Fighter	20.00	55.00
❑ Land Speeder	20.00	70.00
❑ TIE Fighter	17.00	60.00
❑ X-Wing Fighter	20.00	75.00

Series II (Kenner)	MNP	MIP
❑ Millennium Falcon	25.00	155.00
❑ Star Destroyer	35.00	175.00
❑ TIE Bomber	290.00	830.00



***Y-Wing,** Kenner Die-Cast: $35 MNP, $150 MIP.*

❑ Y-Wing Fighter	35.00	160.00

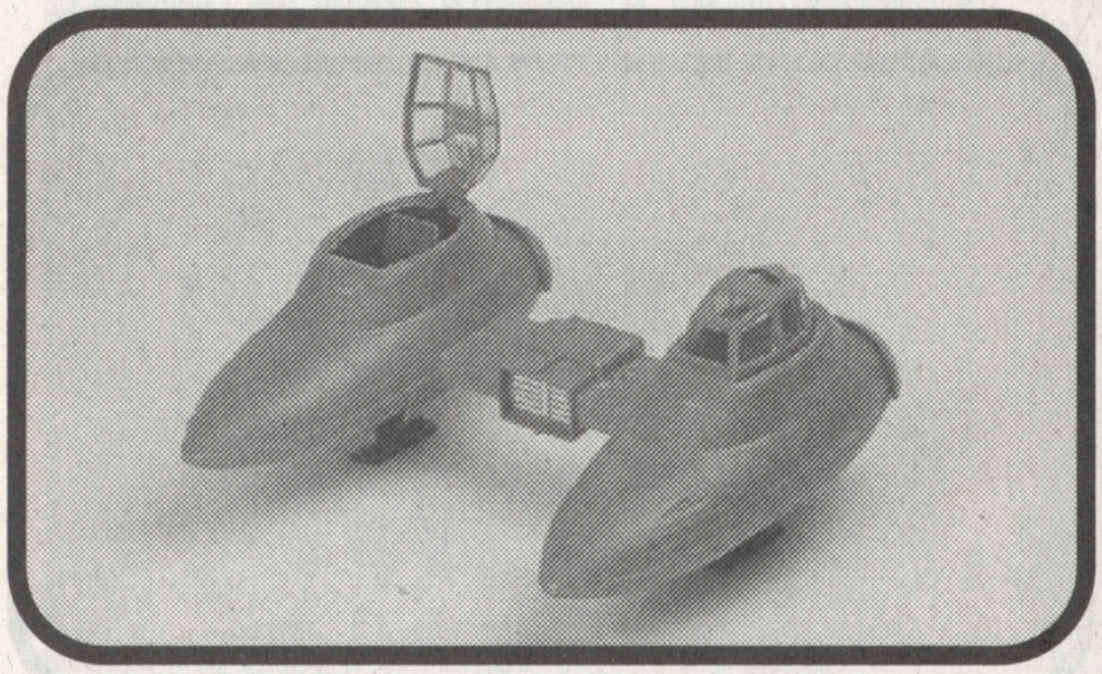
Toy Vehicles, die-cast (cont'd)

Series III (Kenner)	MNP	MIP
❑ Slave I	25.00	85.00
❑ Snowspeeder	20.00	90.00
❑ Twin-Pod Cloud Car	20.00	80.00

Plastic Vehicles (sized for 3" figures)

Droids (Kenner)	MNP	MIP
❑ A-Wing Fighter, Droids Box *1983*	260.00	580.00
❑ ATL Interceptor *1985*	20.00	60.00
❑ Imperial Side Gunner *1985*	20.00	55.00

Empire Strikes Back (Kenner)	MNP	MIP
❑ AT-AT *1980*	95.00	240.00
❑ Rebel Transport *1980*	50.00	100.00
❑ Scout Walker *1982*	30.00	60.00
❑ Slave I *1980*	40.00	200.00
❑ Snowspeeder *1980*	35.00	85.00



***Twin Pod Cloud Car,** plastic vehicle from Kenner **Empire Strikes Back** collection: $30 MNP, $85 MIP.*

❑ Twin-Pod Cloud Car *1980*	30.00	85.00

Ewoks (Kenner)	MNP	MIP
All released in 1985.		
❑ Ewoks Fire Cart	10.00	25.00
❑ Ewoks Woodland Wagon	10.00	60.00

JCPenney Exclusive (Kenner)	MNP	MIP
❑ Sonic Land Speeder *1977*	180.00	580.00

***MNP**= Mint, No Package. **MIP** = Mint, In Package. For a description of toy grading, see page 52.*

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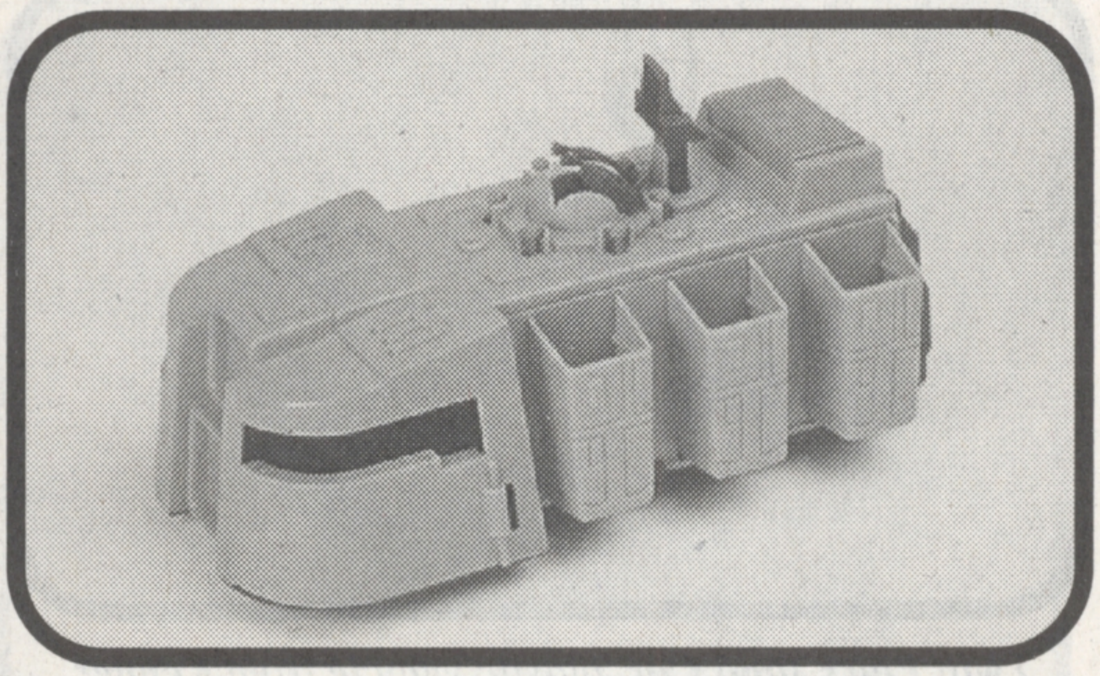
Toy Vehicles, large plastic (cont'd)

Power of the Force (Kenner)	MNP	MIP
All released in 1985.		
❑ Ewok Battle Wagon	45.00	135.00
❑ Imperial Sniper Vehicle	50.00	85.00
❑ One-Man Sand Skimmer	40.00	80.00
❑ Security Scout Vehicle	55.00	120.00
❑ Tatooine Skiff	320.00	670.00

Return of the Jedi (Kenner)	MNP	MIP
❑ B-Wing Fighter *1984*	65.00	125.00
❑ Ewok Combat Glider *1984*	12.00	25.00
❑ Imperial Shuttle *1984*	150.00	300.00
❑ Speeder Bike *1983*	15.00	30.00
❑ TIE Interceptor *1984*	60.00	110.00
❑ Y-Wing Fighter *1983*	60.00	125.00

Star Wars (Kenner)	MNP	MIP
All released in 1977		
❑ Darth Vader's TIE Fighter	50.00	130.00
❑ Imperial TIE Fighter	30.00	150.00



Imperial Troop Transport, *plastic vehicle from Kenner, battery-operated sounds:$35 MNP, $120 MIP.*

❑ Imperial Troop Transport	35.00	120.00
❑ Jawa Sand Crawler, battery-operated	270.00	610.00
❑ Land Speeder	20.00	75.00
❑ Millennium Falcon	85.00	300.00
❑ X-Wing Fighter	35.00	120.00

Plastic Vehicles (smaller size)

Micro Series (Kenner)	MNP	MIP
❑ Imperial TIE Fighter	20.00	60.00
❑ Millennium Falcon	150.00	390.00
❑ Snowspeeder	90.00	155.00
❑ X-Wing Fighter	20.00	60.00

Toy Vehicles, small plastic (cont'd)

Mini Rigs (Kenner)	MNP	MIP
❑ AST-5 *1983*	8.00	20.00
❑ CAP-2 Captivator *1982*	9.00	25.00
❑ Desert Sail Skiff *1984*	10.00	25.00
❑ Endor Forest Ranger *1984*	11.00	20.00
❑ INT-4 Interceptor *1982*	9.00	25.00
❑ ISP-6 Imperial Shuttle Pod *1983*	8.00	20.00
❑ MLC-3 Mobile Laser Cannon *1981*	9.00	25.00
❑ MTV-7 Multi-Terrain Vehicle *1981*	9.00	30.00
❑ PDT-8 Personal Deployment Transport *1981*	9.00	30.00
❑ Radar Laser Cannon *1982*	9.00	20.00
❑ Security Scout	45.00	115.00
❑ Tri-Pod Laser Cannon *1982*	9.00	20.00
❑ Vehicle Maintenance Energizer *1982*	9.00	20.00

TOY WEAPONS

Droids (Kenner)	MNP	MIP
❑ Droids Lightsaber *1985*	55.00	200.00

Empire Strikes Back (Kenner)	MNP	MIP
All released in 1980		
❑ Laser Pistol	20.00	85.00
❑ Lightsaber, red or green	20.00	55.00
❑ Lightsaber, yellow	20.00	70.00
❑ Three-Position Laser Rifle	55.00	200.00

Return of the Jedi (Kenner)	MNP	MIP
❑ Biker Scout's Laser Pistol *1984*	25.00	70.00
❑ Lightsaber, red or green plastic	20.00	50.00

Star Wars (Kenner)	MNP	MIP
❑ Han Solo's Laser Pistol	20.00	115.00
❑ Inflatable Lightsaber *1977*	35.00	150.00

For the latest information on toys of all types, check out Toy Shop magazine!

MNP*= Mint, No Package.* ***MIP*** *= Mint, In Package. For a description of toy grading, see page 52.*

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TRADING CARDS

Trading-card prcing data is compiled for this guide by ***Sports Collector's Digest***, Krause Publications specialty weekly magazine for card collectors.

Grading information appears at right. Where prices are listed for single cards, regard that those are the prices fetched by those cards when sought **individually** by buyers. While the prices paid for complete sets are usually less than what their component cards would fetch, of course, the odds against selling every single card from a set to different collectors are astronomical.

MINT: A perfect card. Well-centered borders with all corners sharp and square. Absolutely no creases, stains, edge nicks, surface marks, yellowing, or fading, regardless of age.

NEAR MINT: A nearly perfect card. At first glance, a Near Mint card appears to be perfect. May have one corner not perfectly sharp or borders may be slightly off-center. Still, no creases, surface marks, stains, or loss of gloss.

EXCELLENT (EXCLT): Corners still fairly sharp with only moderate wear. Border may be off-center. No creases, marks, or stains, but card may show slight loss of surface luster.

VERY GOOD: Card shows obvious handling. May have rounded corners, minor creases. Surface may exhibit loss of luster, but all printing is intact. May show gum or wax stains, but no major creases, tape marks or writing. Exhibits honest wear.

GOOD: A well-worn card that exhibits no intentional damage or abuse. May have rounded corners, minor creases. Corners may be rounded beyond the border.

FAIR: Card shows excessive wear, damage, or abuse, but is still complete. Exhibits intentional damage, such as tack holes, tape marks, writing on backs, *etc.*

Note: *Individual cards are listed in checklist form only for the three most widely held sets, Topps' original* ***Star Wars***, ***Empire Strikes Back***, *and* ***Return of the Jedi*** *releases.*

General Mills

Star Wars stickers (General Mills)	EXCLT	MINT
16 cards given away in cereals; released in 1978.		
❑ **Complete set (16)**	85.00	100.00
❑ Individual cards each:	4.00	6.00

Metallic Images/Impressions

The Empire Strikes Back Metallic (Metallic Images)	EXCLT	MINT
20 metal cards in metal display box.		
❑ **Complete set**	42.00	50.00
❑ Individual cards each:	1.75	3.00

Return of the Jedi Metallic (Metallic Images)	EXCLT	MINT
20 metal cards in metal display box.		
❑ **Complete set**	42.00	50.00
❑ Individual cards each:	1.75	3.00

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For information on buying and selling memorabilia, see page 51.

Star Wars Dark Empire (Metallic Impressions)

	EXCLT	MINT
6 metal cards in metal display box; released in 1995.		
❑ **Complete set**	8.00	11.00
❑ Individual cards each:	1.50	2.00

Star Wars Dark Empire II (Metallic Impressions)

	EXCLT	MINT
6 metal cards in metal display box; released in 1996.		
❑ **Complete set**	8.00	10.00
❑ Individual cards each:	1.50	2.00

Star Wars Jedi Knight (Metallic Impressions)

	EXCLT	MINT
6 metal cards in metal display box; released in 1996.		
❑ **Complete set**	8.00	10.00
❑ Individual cards each:	1.50	2.00

Star Wars A New Hope (Metallic Images)

	EXCLT	MINT
20 metal cards in metal display box; released in 1994.		

❑ **Complete set**	42.00	50.00
❑ Individual cards each:	1.75	3.00

Star Wars Ralph McQuarrie (Metallic Impressions)

	EXCLT	MINT
20 metal cards in metal display box; released in 1997.		
❑ **Complete set**	39.00	43.00
❑ Individual cards each:	2.00	3.00

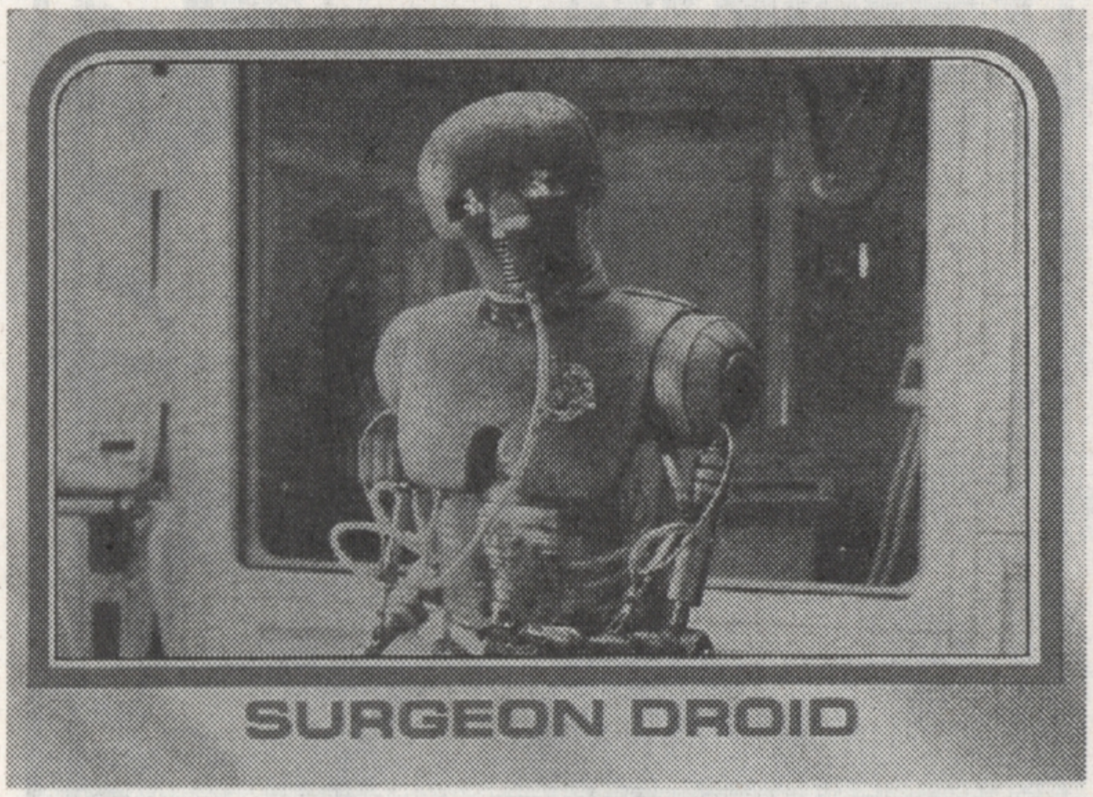
Star Wars Shadows of the Empire (Metallic Impressions)

	EXCLT	MINT
6 metal cards in metal display box; released in 1997.		
❑ **Complete set**	8.00	10.00
❑ Individual cards each:	1.50	2.00

Topps

The Empire Strikes Back: Series One cards (Topps)

	EXCLT	MINT
*132 cards in this 1980 series; pictures in **red** frames with a gray border.*		
❑ **Complete set**	32.00	42.00
Individual cards:		
❑ 1 Title Card	0.25	0.50
❑ 2 Star File: Luke Skywalker	0.25	0.50
❑ 3 Star File: Princess Leia	0.25	0.50
❑ 4 Star File: Han Solo	0.25	0.50
❑ 5 Star File: Chewbacca	0.25	0.50
❑ 6 Star File: See-Threepio	0.25	0.50
❑ 7 Star File: Artoo-Deeto	0.25	0.50
❑ 8 Star File: Lando Calrissian	0.25	0.50
❑ 9 Star File: Yoda	0.25	0.50
❑ 10 Star File: Darth Vader	0.25	0.50
❑ 11 Star File: Boba Fett	0.25	0.50
❑ 12 The Imperial Probot	0.25	0.50
❑ 13 Planet of Ice	0.25	0.50
❑ 14 "Where's Luke?"	0.25	0.50
❑ 15 Droids on Patrol	0.25	0.50
❑ 16 The Hidden Rebel Base	0.25	0.50
❑ 17 New Rebel Strategy	0.25	0.50
❑ 18 General Rieekan	0.25	0.50
❑ 19 Leia's Plan	0.25	0.50
❑ 20 Prey of the Wampa	0.25	0.50
❑ 21 Examined: Luke's Tauntaun	0.25	0.50
❑ 22 "But Sir, I mmh … mffh …"	0.25	0.50
❑ 23 In Search of Luke	0.25	0.50
❑ 24 Frozen Death	0.25	0.50
❑ 25 Skywalker's Rescue	0.25	0.50
❑ 26 Luke's Fight for Life	0.25	0.50
❑ 27 Rejuvenation Chamber	0.25	0.50



❑ 28	Surgeon Droid	0.25	0.50
❑ 29	Artoo's Icy Vigil	0.25	0.50
❑ 30	Metal Monster	0.25	0.50
❑ 31	Zeroing in on Chewie!	0.25	0.50
❑ 32	Han Aims for Action!	0.25	0.50
❑ 33	Destroying the Probot	0.25	0.50

For a description of trading-card grades, see page 85.

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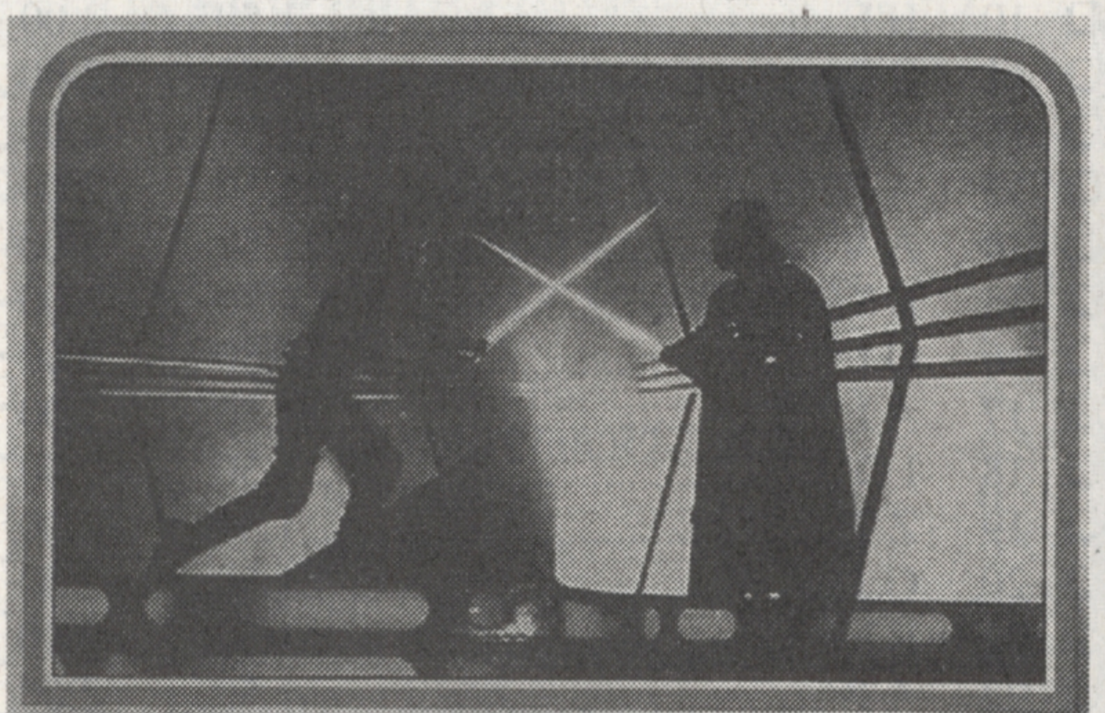
For a description of trading-card grades, see page 85.

Empire Series I cards *(cont'd)*		EXCLT	MINT
❑ 34	Death of Admiral Ozzel	0.25	0.50
❑ 35	The Freedom Fighters	0.25	0.50
❑ 36	Rebel Defenses	0.25	0.50
❑ 37	Armed against the Enemy	0.25	0.50
❑ 38	Joined by Dack	0.25	0.50
❑ 39	The Sound of Terror	0.25	0.50
❑ 40	Suddenly … Starfire!	0.25	0.50
❑ 41	Rattled by the Enemy	0.25	0.50
❑ 42	Might of the Imperial Forces	0.25	0.50
❑ 43	The Snow Walkers	0.25	0.50
❑ 44	Luke … Trapped!	0.25	0.50
❑ 45	Escape from Icy Peril	0.25	0.50
❑ 46	"Retreat! Retreat!"	0.25	0.50
❑ 47	Headquarters in Shambles	0.25	0.50
❑ 48	Solo's Makeshift Escape	0.25	0.50
❑ 49	Invaded!	0.25	0.50
❑ 50	Vader and the Snowtroopers	0.25	0.50
❑ 51	Snowtroopers of the Empire	0.25	0.50
❑ 52	Millennium Falcon: Getaway Ship!	0.25	0.50
❑ 53	Emergency Blast Off!	0.25	0.50
❑ 54	Battle of the Star Destroyer	0.25	0.50
❑ 55	Fix-it Man Han Solo!	0.25	0.50
❑ 56	A Sudden Change of Plan	0.25	0.50
❑ 57	Misty World of Dagobah	0.25	0.50
❑ 58	The Creature Called Yoda	0.25	0.50
❑ 59	"Welcome, Young Luke!"	0.25	0.50
❑ 60	Journey through the Swamp	0.25	0.50
❑ 61	Yoda's House	0.25	0.50
❑ 62	Artoo Peeking Through	0.25	0.50
❑ 63	The Secret of Yoda	0.25	0.50
❑ 64	The Princess Lends a Hand	0.25	0.50
❑ 65	Repairing Hyperdrive	0.25	0.50
❑ 66	Star Lovers	0.25	0.50
❑ 67	"Pardon Me Sir, But … Ohhh!"	0.25	0.50
❑ 68	Mysterious and Deadly Chamber	0.25	0.50
❑ 69	Attacked by Batlike Creatures!	0.25	0.50
❑ 70	"Use the Force, Luke!"	0.25	0.50
❑ 71	Raising Luke's X-Wing	0.25	0.50
❑ 72	A Need beyond Reason	0.25	0.50
❑ 73	A Gathering of Evils	0.25	0.50
❑ 74	The Bounty Hunters	0.25	0.50
❑ 75	IG-88 and Boba Fett	0.25	0.50
❑ 76	Enter Lando Calrissian	0.25	0.50
❑ 77	Warm Welcome for an Old Buddy	0.25	0.50
❑ 78	Conniving Pals	0.25	0.50
❑ 79	"Greetings, Sweet Lady"	0.25	0.50
❑ 80	Calrissian's Main Man	0.25	0.50
❑ 81	Pretty as a Princess!	0.25	0.50
❑ 82	A Swarm of Ugnaughts	0.25	0.50
❑ 83	Threepio … Blasted to Bits!	0.25	0.50
❑ 84	A Pile of See-Threepio	0.25	0.50
❑ 85	Escorted by Lando	0.25	0.50
❑ 86	Dinner Guests	0.25	0.50

Empire Series I cards *(cont'd)*		EXCLT	MINT
❑ 87	Host of Horror	0.25	0.50
❑ 88	Deflecting Solo's Blasts	0.25	0.50
❑ 89	Alas, Poor Threepio!	0.25	0.50
❑ 90	The Ordeal	0.25	0.50
❑ 91	The Prize of Boba Fett	0.25	0.50
❑ 92	His Day of Triumph	0.25	0.50
❑ 93	The Carbon-Freezing Chamber	0.25	0.50
❑ 94	End of the Star Warriors?	0.25	0.50
❑ 95	Pawn of the Evil One	0.25	0.50
❑ 96	"No! This Can't Be Happening!"	0.25	0.50
❑ 97	The Fate of Han Solo	0.25	0.50
❑ 98	Boba's Special Delivery	0.25	0.50
❑ 99	Observed by Luke	0.25	0.50
❑ 100	Luke Arrives	0.25	0.50
❑ 101	Ready for Action!	0.25	0.50
❑ 102	The Search for Vader	0.25	0.50
❑ 103	"Where Are You, Skywalker?"	0.25	0.50
❑ 104	Dark Lord of the Sith	0.25	0.50
❑ 105	Weapon of Light	0.25	0.50



THE CONFRONTATION

❑ 106	The Confrontation	0.25	0.50
❑ 107	Duel of the Lightsabers	0.25	0.50
❑ 108	Escape from Their Captors	0.25	0.50
❑ 109	Lando … Friend or Foe?	0.25	0.50
❑ 110	Leia Takes Control!	0.25	0.50
❑ 111	Blasting the Stromtroopers!	0.25	0.50
❑ 112	Artoo to the Rescue!	0.25	0.50
❑ 113	Spectacular Battle!	0.25	0.50
❑ 114	"Embrace the Dark Side!"	0.25	0.50
❑ 115	"Hate Me, Luke! Destroy Me!"	0.25	0.50
❑ 116	Luke's Last Stand	0.25	0.50
❑ 117	"Do You Have a Foot in My Size?"	0.25	0.50
❑ 118	Paintings: Probot	0.25	0.50
❑ 119	Paintings: Falcon on Hoth	0.25	0.50
❑ 120	Paintings: Snow Walkers	0.25	0.50
❑ 121	Paintings: The Pursued	0.25	0.50
❑ 122	Paintings: Darth Vader	0.25	0.50
❑ 123	Paintings: Swamps of Dagobah	0.25	0.50
❑ 124	Paintings: Cloud City	0.25	0.50
❑ 125	Paintings: Lando's Greeting	0.25	0.50

For information on buying and selling memorabilia, see page 51.

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For information on buying and selling memorabilia, see page 51.

❑	126	Paintings: Threepio's Destruction	0.25	0.50
❑	127	Paintings: Luke Battling Darth	0.25	0.50
❑	128	Paintings: The Final Stand	0.25	0.50
❑	129	Paintings: Rescue	0.25	0.50
❑	130	Paintings: Ion Cannon	0.25	0.50
❑	131	Check List: 1-66	0.25	0.50
❑	132	Check List: 67-132	0.25	0.50

The Empire Strikes Back: Series One stickers (Topps)

EXCLT MINT

33 stickers in this 1980 series; pictures in letter shapes.

❑		**Complete set**	50.00	60.00
❑	1	F O	1.50	2.00
❑	2	R I	1.50	2.00
❑	3	A E	1.50	2.00
❑	4	B X	1.50	2.00
❑	5	U I	1.50	2.00
❑	6	W U	1.50	2.00
❑	7	M N	1.50	2.00
❑	8	C D	1.50	2.00
❑	9	O U	1.50	2.00
❑	10	H E	1.50	2.00
❑	11	E O	1.50	2.00
❑	12	Y U	1.50	2.00
❑	13	A K	1.50	2.00
❑	14	A V	1.50	2.00
❑	15	E S	1.50	2.00
❑	16	Q L	1.50	2.00
❑	17	A I	1.50	2.00
❑	18	I O	1.50	2.00
❑	19	Z T	1.50	2.00
❑	20	G J	1.50	2.00
❑	21	E I	1.50	2.00
❑	22	A P	1.50	2.00
❑	23	Luke, Vader, Luke, C-3PO	1.50	2.00
❑	24	C-3PO	1.50	2.00
❑	25	Luke, Yoda, Han Solo, Tauntaun	1.50	2.00
❑	26	Stormtrooper and Boba Fett	1.50	2.00
❑	27	Trooper, Luke and Yoda	1.50	2.00
❑	28	Too-Onebee, Bossk, Lobot	1.50	2.00
❑	29	Leia, Luke, Han, Chewbacca	1.50	2.00
❑	30	Boba Fett	1.50	2.00
❑	31	Stormtrooper and IG-88	1.50	2.00
❑	32	C-3PO, Lando Calrissian, R2-D2	1.50	2.00
❑	33	Darth Vader	1.50	2.00

The Empire Strikes Back: Series Two cards (Topps)

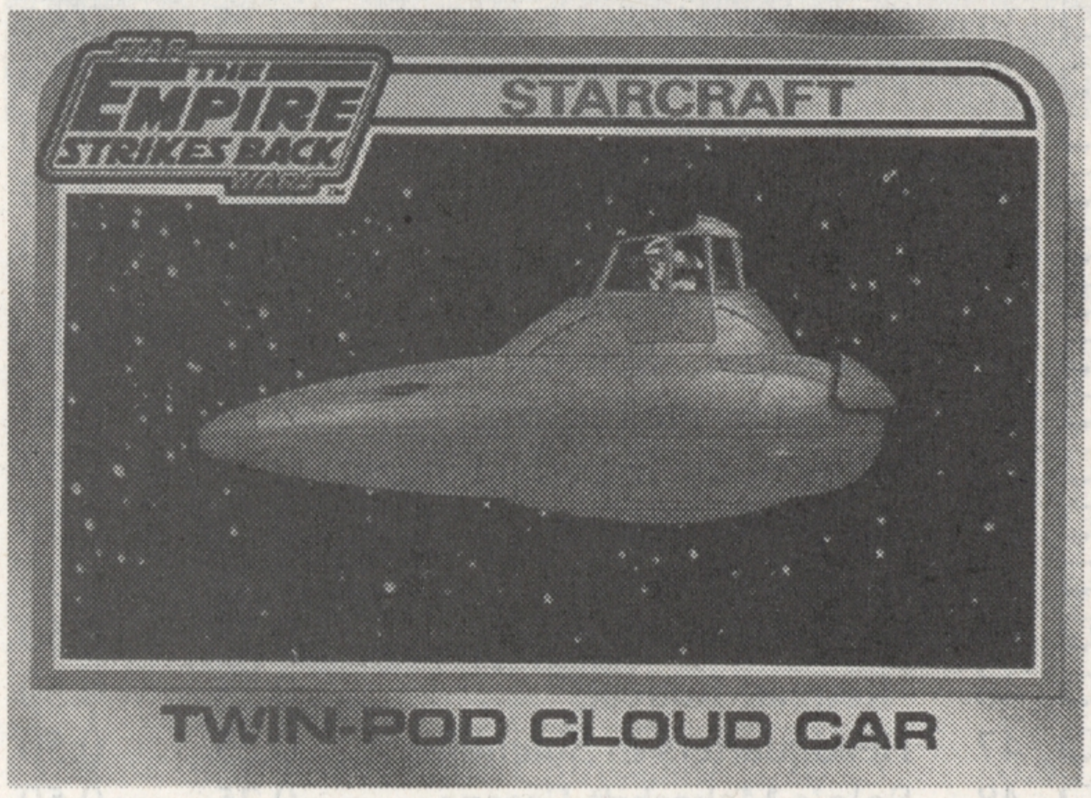
EXCLT MINT

*132 cards in this 1980 series; pictures in **blue** frames with a gray border.*

❑		**Complete set**	24.00	30.00
Individual cards:				
❑	133	Title Card	0.35	0.55
❑	134	Millennium Falcon	0.35	0.55
❑	135	The Executor	0.35	0.55
❑	136	Imperial Star Destroyer	0.35	0.55

Empire Series II cards *(cont'd)*

EXCLT MINT



❑	137	Twin-Pod Cloud Car	0.35	0.55
❑	138	Slave I	0.35	0.55
❑	139	Rebel Armored Snowspeeder	0.35	0.55
❑	140	The Avenger	0.35	0.55
❑	141	TIE Fighter	0.35	0.55
❑	142	Rebel Transport	0.35	0.55
❑	143	TIE Bomber	0.35	0.55
❑	144	Preparing for Battle	0.35	0.55
❑	145	Seeking the Missing Luke	0.35	0.55
❑	146	The Searcher	0.35	0.55
❑	147	Star Pilot Luke Skywalker	0.35	0.55
❑	148	Luke's Patrol	0.35	0.55
❑	149	Shelter on Icy Hoth	0.35	0.55
❑	150	Imperial Spy	0.35	0.55
❑	151	Tracking the Probot	0.35	0.55
❑	152	Han Solo, Rescuer	0.35	0.55
❑	153	Medical Treatment	0.35	0.55
❑	154	Worried Droids on Hoth	0.35	0.55
❑	155	Imperial assault!	0.35	0.55
❑	156	Narrow Escape!	0.35	0.55
❑	157	Fighting against the Empire	0.35	0.55
❑	158	Roar of the Wookiee	0.35	0.55
❑	159	Chewie's Task	0.35	0.55
❑	160	Moments before the Escape	0.35	0.55
❑	161	Last Stages of the Battle	0.35	0.55
❑	162	Gallant Warrior	0.35	0.55
❑	163	"Raise Those Ships!"	0.35	0.55
❑	164	The Awesome One	0.35	0.55
❑	165	Vader and His Stormtroopers	0.35	0.55
❑	166	Takeover of the Rebel Base	0.35	0.55
❑	167	The Man Called Han Solo	0.35	0.55
❑	168	The Falcon in Repairs	0.35	0.55
❑	169	Skills of the Star Pilot	0.35	0.55
❑	170	"Sir— Wait for Me!"	0.35	0.55
❑	171	Han's Desperate Plan	0.35	0.55
❑	172	An Overworked Wookiee	0.35	0.55
❑	173	"Oh, Hello There, Chewbacca!"	0.35	0.55
❑	174	Artoo's Bumpy Landing	0.35	0.55
❑	175	Mysterious Planet	0.35	0.55
❑	176	"Luke — In Trouble!"	0.35	0.55
❑	177	Working against Time	0.35	0.55
❑	178	Han and the Princess	0.35	0.55

For a description of trading-card grades, see page 85.

Star Wars and all related characters and likenesses ™ and © 1999 Lucasfilm Ltd.

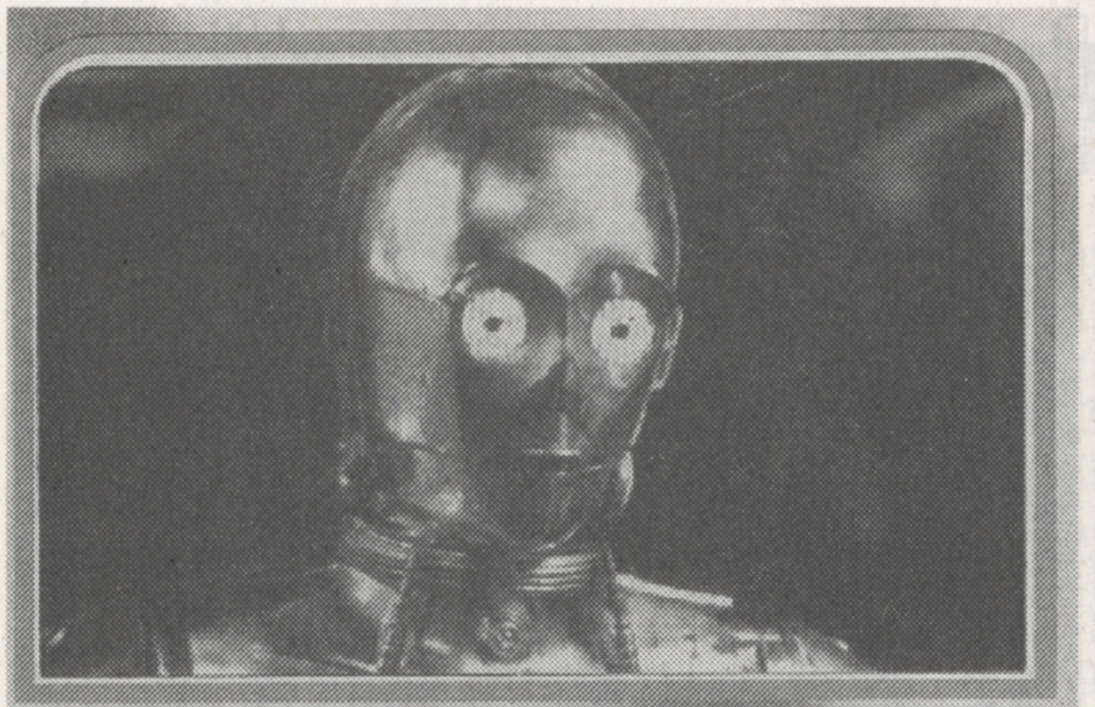
For a description of trading-card grades, see page 85.

Empire Series II cards *(cont'd)*		EXCLT	MINT
❑ 179	Soldiers of the Empire	0.35	0.55
❑ 180	The Wookiee at Work!	0.35	0.55
❑ 181	Vader and a Bounty Hunter	0.35	0.55
❑ 182	World of Darkness	0.35	0.55
❑ 183	Taking No Chances!	0.35	0.55
❑ 184	Farewell to Yoda and Dagobah	0.35	0.55
❑ 185	Racing to the Falcon	0.35	0.55

THE OMINOUS VADER

❑ 186	The Ominous Vader	0.35	0.55
❑ 187	The Dark Pursuer	0.35	0.55
❑ 188	Young Senator from Alderaan	0.35	0.55
❑ 189	Don't Fool with Han Solo	0.35	0.55
❑ 190	Kindred Spirits	0.35	0.55
❑ 191	Lobot's Task	0.35	0.55
❑ 192	A Brave Princess	0.35	0.55
❑ 193	Corridors of Bespin	0.35	0.55
❑ 194	Lando's Aide, Lobot	0.35	0.55
❑ 195	"Get Back Quick— It's Vader!"	0.35	0.55
❑ 196	Held by the Stormtroopers	0.35	0.55
❑ 197	Han's Torment	0.35	0.55
❑ 198	Lando's Game	0.35	0.55
❑ 199	Deadly Device	0.35	0.55
❑ 200	In Vader's Clutches	0.35	0.55
❑ 201	A Tearful Farewell	0.35	0.55
❑ 202	Han Faces His Fate	0.35	0.55
❑ 203	Into the Carbon-Freezing Pit!	0.35	0.55
❑ 204	An Ugnaught	0.35	0.55
❑ 205	Tears of a Princess	0.35	0.55
❑ 206	Suspended in Carbon Freeze	0.35	0.55
❑ 207	Gruesome fate!	0.35	0.55
❑ 208	Evil Threatens!	0.35	0.55
❑ 209	"This Deal Is Getting Worse"	0.35	0.55
❑ 210	The Captor, Boba Fett	0.35	0.55
❑ 211	Fear on Cloud City	0.35	0.55
❑ 212	A Warrior Driven	0.35	0.55
❑ 213	Courage of Skywalker	0.35	0.55
❑ 214	The Pursuer	0.35	0.55
❑ 215	Stalked by Vader!	0.35	0.55
❑ 216	A Droid Gone to Pieces	0.35	0.55
❑ 217	Threepio's Free Ride	0.35	0.55
❑ 218	Stormtrooper Takeover!	0.35	0.55
❑ 219	Princess Leia under Guard!	0.35	0.55
❑ 220	Bounty Hunter Boba Fett	0.35	0.55

Empire Series II cards *(cont'd)*		EXCLT	MINT
❑ 221	Lando Covers Their Escape!	0.35	0.55
❑ 222	Tumbling to a Unknown Fate	0.35	0.55
❑ 223	On the Verge of Defeat!	0.35	0.55
❑ 224	Gifted Perfomer	0.35	0.55
❑ 225	Actress Carrie Fisher	0.35	0.55
❑ 226	Han Solo (Harrison Ford)	0.35	0.55
❑ 227	Anthony Daniels as C-3PO	0.35	0.55



OUR FAVORITE PROTOCOL DROID

❑ 228	Our Favorite Protocol Droid	0.35	0.55
❑ 229	R2-D2 (Kenny Baker)	0.35	0.55
❑ 230	"Mynocks Outside? Oh My!"	0.35	0.55
❑ 231	Actor Billy Dee Williams	0.35	0.55
❑ 232	Galaxy's Most Loyal Droids	0.35	0.55
❑ 233	Dashing Han Solo	0.35	0.55
❑ 234	The Force and the Fury	0.35	0.55
❑ 235	Yoda's Squabble With R2-D2	0.35	0.55
❑ 236	Blasted by Leia!	0.35	0.55
❑ 237	The Art of Levitation	0.35	0.55
❑ 238	Snowswept Chewbacca	0.35	0.55
❑ 239	Dreamworld — or Trap?	0.35	0.55
❑ 240	Swampland Peril!	0.35	0.55
❑ 241	"Tried, Have You?"	0.35	0.55
❑ 242	Encounter on Dagobah	0.35	0.55
❑ 243	Captain Solo Senses a Trap!	0.35	0.55
❑ 244	A Test for Luke	0.35	0.55
❑ 245	R2-D2 on the Misty Bog	0.35	0.55
❑ 246	Confronting the Dark Side	0.35	0.55
❑ 247	Luke Battles — Himself?	0.35	0.55
❑ 248	Blooming Romance	0.35	0.55
❑ 249	Chewie Retaliates	0.35	0.55
❑ 250	Stormtrooper Battle	0.35	0.55
❑ 251	Director Irvin Kershner	0.35	0.55
❑ 252	Spiffing up a Wookiee	0.35	0.55
❑ 253	Filming The Falcon	0.35	0.55
❑ 254	Kershner Directs Mark Hamill	0.35	0.55
❑ 255	Shooting the Exciting Climax	0.35	0.55
❑ 256	Filming Vader in His Chamber	0.35	0.55
❑ 257	Dagobah Comes to Life	0.35	0.55
❑ 258	Building The Falcon	0.35	0.55
❑ 259	Hoth Rebel Base Sequence	0.35	0.55
❑ 260	Filming an Explosion	0.35	0.55
❑ 261	Spectacular Swampland Set	0.35	0.55
❑ 262	Acting Can Be a Dirty Job	0.35	0.55
❑ 263	Check List: 133 to 198	0.35	0.55
❑ 264	Check List: 199 to 264	0.35	0.55

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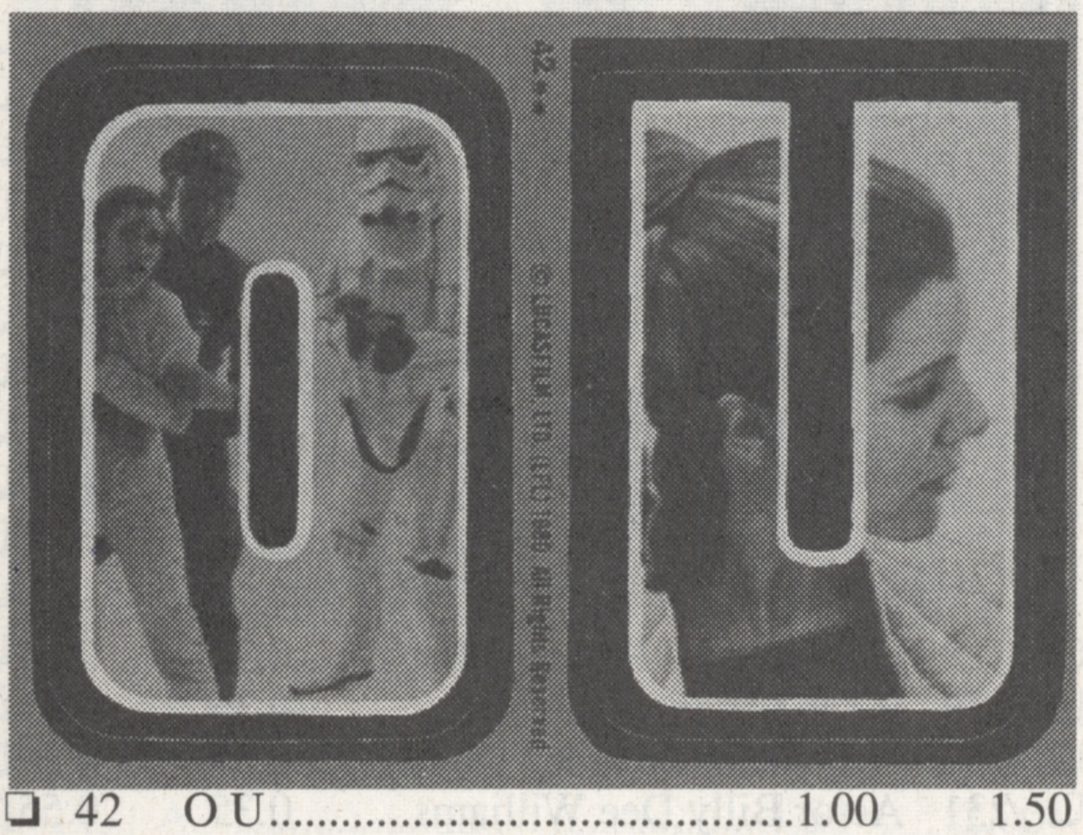
For information on buying and selling memorabilia, see page 51.

The Empire Strikes Back: Series Two stickers (Topps)

			Exclt	Mint

33 stickers in this 1980 series; pictures in letter shapes.

❑	34	F O	1.00	1.50
❑	35	R I	1.00	1.50
❑	36	A E	1.00	1.50
❑	37	B X	1.00	1.50
❑	38	U I	1.00	1.50
❑	39	W U	1.00	1.50
❑	40	M N	1.00	1.50
❑	41	C D	1.00	1.50



❑	42	O U	1.00	1.50
❑	43	H E	1.00	1.50
❑	44	E O	1.00	1.50
❑	45	Y U	1.00	1.50
❑	46	A K	1.00	1.50
❑	47	A V	1.00	1.50
❑	48	E S	1.00	1.50
❑	49	Q L	1.00	1.50
❑	50	A I	1.00	1.50
❑	51	I O	1.00	1.50
❑	52	Z T	1.00	1.50
❑	53	G J	1.00	1.50
❑	54	E I	1.00	1.50
❑	55	A P	1.00	1.50
❑	56	Empire Forces: Darth Vader	1.00	1.50
❑	57	Empire Forces: Boba Fett	1.00	1.50
❑	58	Empire Forces: Probot	1.00	1.50
❑	59	Rebel Forces: Luke Skywalker	1.00	1.50
❑	60	Rebel Forces: Princess Leia	1.00	1.50
❑	61	Rebel Forces: Han Solo	1.00	1.50
❑	62	Rebel Forces: Lando Calrissian	1.00	1.50
❑	63	Rebel Forces: Chewbacca	1.00	1.50
❑	64	Rebel Forces: R2-D2	1.00	1.50
❑	65	Rebel Forces: C-3PO	1.00	1.50
❑	66	Rebel Forces: Yoda	1.00	1.50

The Empire Strikes Back: Series Three cards (Topps)

		Exclt	Mint

88 cards in this 1980 series; pictures in ***yellow*** *frames with a gray border.*

❑	**Complete set**	30.00	35.00

Individual cards:

❑	265	Introduction	0.30	0.50

Empire Series III cards *(cont'd)*

			Exclt	Mint
❑	266	Han Solo	0.30	0.50
❑	267	Princess Leia	0.30	0.50
❑	268	Luke Skywalker	0.30	0.50
❑	269	C-3PO	0.30	0.50
❑	270	R2-D2	0.30	0.50
❑	271	Darth Vader	0.30	0.50
❑	272	Boba Fett	0.30	0.50
❑	273	Probot	0.30	0.50
❑	274	Dengar	0.30	0.50
❑	275	Bossk	0.30	0.50
❑	276	IG-88	0.30	0.50
❑	277	FX-7	0.30	0.50
❑	278	Chewbacca	0.30	0.50
❑	279	Lando Calrissian	0.30	0.50
❑	280	Stormtrooper	0.30	0.50
❑	281	Yoda	0.30	0.50
❑	282	Imperial Ships Approaching!	0.30	0.50
❑	283	The Courageous Trench Fighters	0.30	0.50
❑	284	Too-Onebee	0.30	0.50
❑	285	Rebel Protocol Droids	0.30	0.50
❑	286	Within the Hidden Base	0.30	0.50
❑	287	Calrissian of Bespin	0.30	0.50
❑	288	Testing the Carbon-Freezing Process	0.30	0.50
❑	289	Flight of the X-Wing	0.30	0.50
❑	290	Dodging Deadly Laserblasts!	0.30	0.50
❑	291	The Lovers Part	0.30	0.50
❑	292	Canyons of Death	0.30	0.50
❑	293	Magnificent Rebel Starship	0.30	0.50
❑	294	Old Friends — Or Foes?	0.30	0.50
❑	295	Power of the Empire	0.30	0.50
❑	296	Threepio in a Jam	0.30	0.50
❑	297	Swamp Planet!	0.30	0.50
❑	298	A Hasty Retreat!	0.30	0.50
❑	299	Hostile World of Hoth	0.30	0.50
❑	300	Descent into Danger!	0.30	0.50
❑	301	Luke — Long Overdue!	0.30	0.50
❑	302	Toward the Unknown	0.30	0.50
❑	303	In Search of Han	0.30	0.50
❑	304	Luke's Desperate Decision	0.30	0.50
❑	305	Emerging from the Pit	0.30	0.50
❑	306	Busy as a Wookiee!	0.30	0.50
❑	307	Portrait of an Ugnaught	0.30	0.50

❑	308	The Wizard of Dagobah	0.30	0.50

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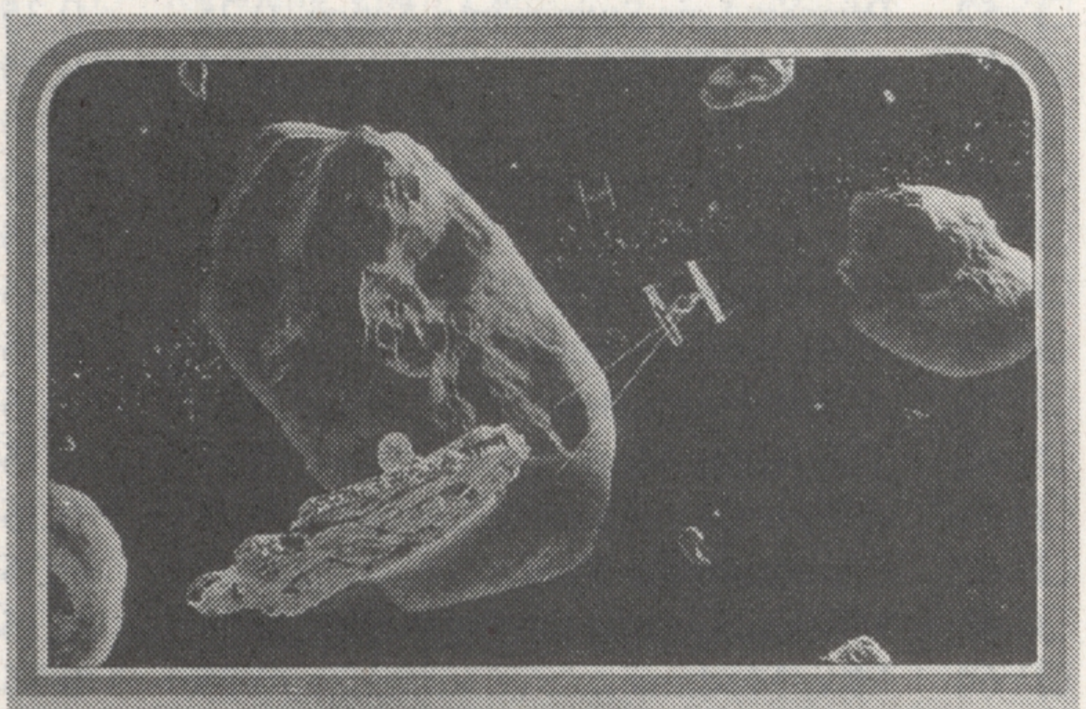
For a description of trading-card grades, see page 85.

For a description of trading-card grades, see page 85.

Empire Series III cards *(cont'd)*		Exclt	Mint
❑ 309	Emergency Repairs	0.30	0.50
❑ 310	Han on the Icy Wasteland	0.30	0.50
❑ 311	The Walkers Close In!	0.30	0.50
❑ 312	Toward Tomorrow—	0.30	0.50
❑ 313	In the Path of Danger!	0.30	0.50
❑ 314	The X-Wing Cockpit	0.30	0.50
❑ 315	Hero of the Rebellion	0.30	0.50
❑ 316	Vader's Private Chamber	0.30	0.50
❑ 317	Aboard the Executor	0.30	0.50
❑ 318	The Ominous One	0.30	0.50
❑ 319	Lord Vader's Orders	0.30	0.50
❑ 320	"He's Still Alive!"	0.30	0.50
❑ 321	Lando's Warm Reception	0.30	0.50
❑ 322	The Landing	0.30	0.50
❑ 323	Their Last Kiss?	0.30	0.50
❑ 324	Bounty Hunter IG-88	0.30	0.50
❑ 325	The Icy Plains of Hoth	0.30	0.50
❑ 326	Luke Astride His Tauntaun	0.30	0.50
❑ 327	Rebel Snowspeeders Zero In!	0.30	0.50
❑ 328	Champions of Freedom	0.30	0.50
❑ 329	Inside the Falcon	0.30	0.50
❑ 330	The Training of a Jedi	0.30	0.50
❑ 331	Yoda's Instruction	0.30	0.50
❑ 332	The Warrior and the Jedi Master	0.30	0.50
❑ 333	Imperial Snow Walker Attack!	0.30	0.50



❑ 334	The Asteroid Chase	0.30	0.50
❑ 335	Approaching Planet Dagobah	0.30	0.50
❑ 336	Power Generator	0.30	0.50
❑ 337	Beauty of Bespin	0.30	0.50
❑ 338	Dreamlike City	0.30	0.50
❑ 339	Luke's Training	0.30	0.50
❑ 340	Snow Walker Terror	0.30	0.50
❑ 341	Tauntaun	0.30	0.50
❑ 342	Cloud City Reactor Shaft	0.30	0.50
❑ 343	Yoda's Home	0.30	0.50
❑ 344	Escape from Bespin	0.30	0.50
❑ 345	Deadly Stompers	0.30	0.50
❑ 346	Snow Walker Model	0.30	0.50

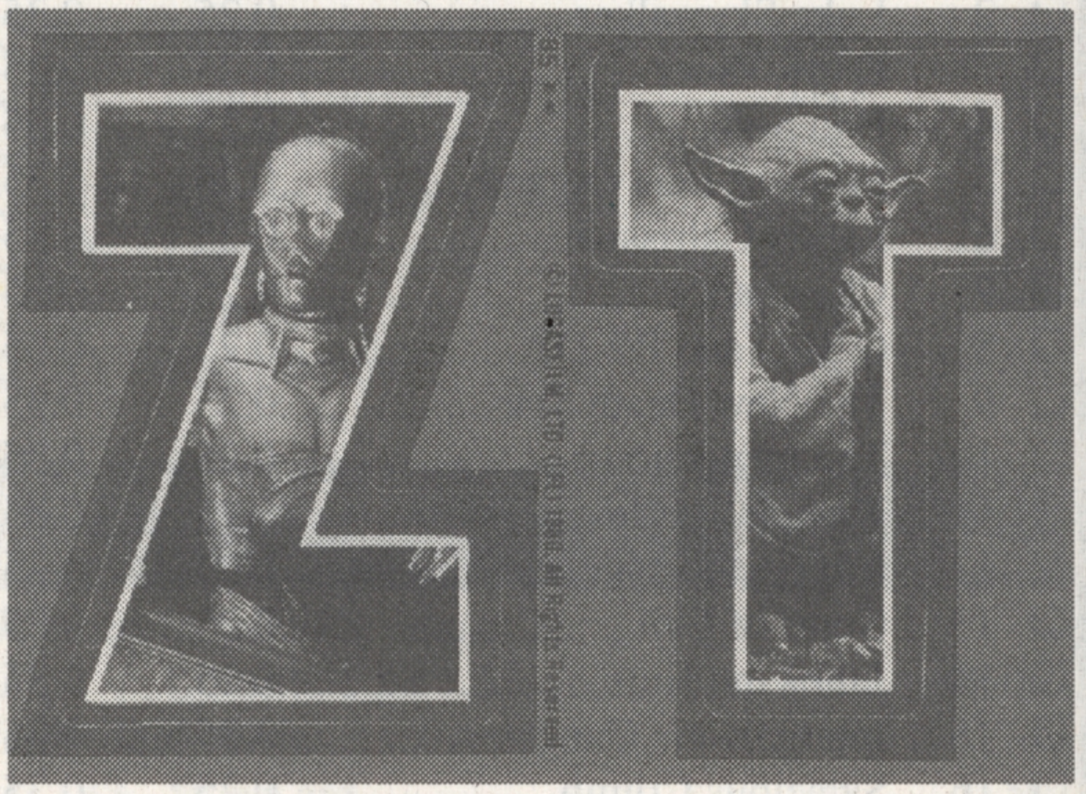
Empire Series III cards *(cont'd)*		Exclt	Mint
❑ 347	Of Helmets and Costumes	0.30	0.50
❑ 348	Filming the Star Destroyer	0.30	0.50
❑ 349	Millennium Falcon Miniature	0.30	0.50
❑ 350	Launching an X-Wing	0.30	0.50
❑ 351	Model Star Destroyer	0.30	0.50
❑ 352	Check List 265-352	0.30	0.50

The Empire Strikes Back: Series Three stickers (Topps)

	Exclt	Mint

22 stickers in this 1980 series; pictures in letter shapes.

❑ 67	F O	1.00	1.50
❑ 68	R I	1.00	1.50
❑ 69	A E	1.00	1.50
❑ 70	B X	1.00	1.50
❑ 71	U I	1.00	1.50
❑ 72	W U	1.00	1.50
❑ 73	M N	1.00	1.50
❑ 74	C D	1.00	1.50
❑ 75	O U	1.00	1.50
❑ 76	H E	1.00	1.50
❑ 77	E O	1.00	1.50
❑ 78	Y U	1.00	1.50
❑ 79	A K	1.00	1.50
❑ 80	A V	1.00	1.50
❑ 81	E S	1.00	1.50
❑ 82	Q L	1.00	1.50
❑ 83	A I	1.00	1.50
❑ 84	I O	1.00	1.50



❑ 85	Z T	1.00	1.50
❑ 86	G J	1.00	1.50
❑ 87	E I	1.00	1.50
❑ 88	A P	1.00	1.50

The Empire Strikes Back 5"x7" cards (Topps)

	Exclt	Mint

30 large cards, produced in 1980.

❑	**Complete set** (30)	50.00	60.00
❑	Individual cards each:	1.50	3.00

For information on buying and selling memorabilia, see page 51.

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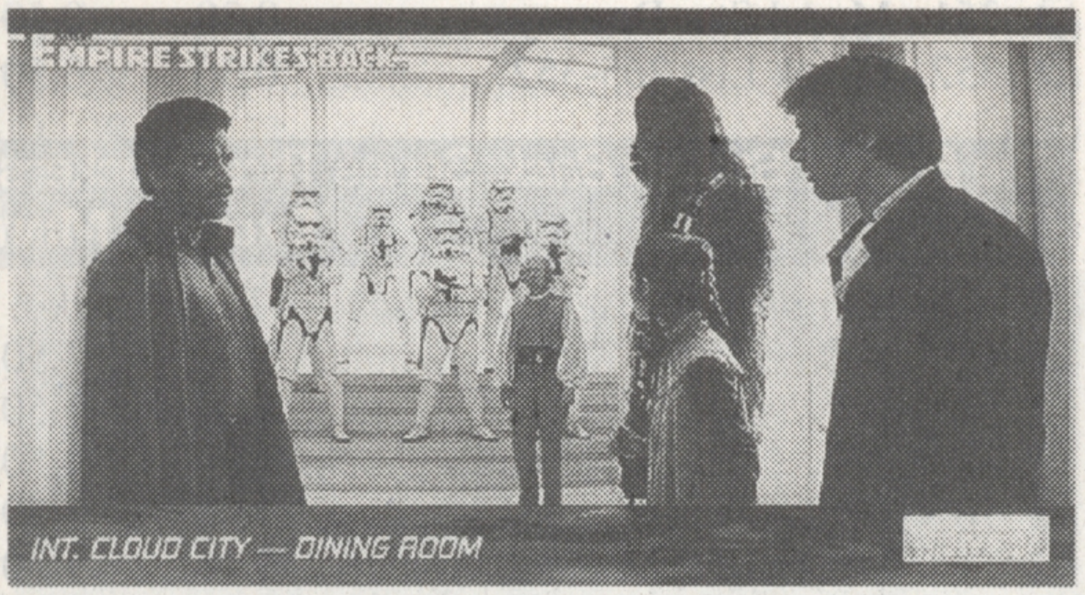
For information on buying and selling memorabilia, see page 51.

The Empire Strikes Back Widevision cards (Topps)

	EXCLT	MINT

144 wide cards in this 1995 set, along with Chromium and Art cards.

❑ **Complete set, regular cards** (144)...30.00 35.00



❑ Individual regular cards each: 0.20 0.30
❑ **Complete set, Chromium cards** (6)....65.00 75.00
❑ Individual Chromium cards each: 6.00 8.00
❑ **Complete set, Art Cards** (6) 115.00 130.00
❑ Individual Art cards.....20.00 25.00

Return of the Jedi: Series One cards (Topps)

	EXCLT	MINT

*132 cards in this 1983 series; pictures in **red** frames.*

❑ **Complete set** 25.00 30.00

Individual cards:

❑ 1 Title Card — Poster Art 0.25 0.35
❑ 2 Luke Skywalker 0.25 0.35
❑ 3 Darth Vader 0.25 0.35
❑ 4 Han Solo.....0.25 0.35
❑ 5 Princess Leia Organa 0.25 0.35
❑ 6 Lando Calrissian 0.25 0.35
❑ 7 Chewbacca 0.25 0.35
❑ 8 C-3PO and R2-D2.....0.25 0.35
❑ 9 The New Death Star.....0.25 0.35
❑ 10 The Inspection.....0.25 0.35
❑ 11 Toward the Desert Palace.....0.25 0.35
❑ 12 Bib Fortuna 0.25 0.35
❑ 13 Court of Evil 0.25 0.35
❑ 14 Jabba the Hutt 0.25 0.35
❑ 15 Intergalactic Gangster 0.25 0.35
❑ 16 Salacious Crumb 0.25 0.35
❑ 17 A Message for Jabba the Hutt ...0.25 0.35
❑ 18 Dungeons of Jabba the Hutt 0.25 0.35
❑ 19 Beedo and a Jawa.....0.25 0.35
❑ 20 Sy Snootles and the Rebo Band ..0.25 0.35
❑ 21 Droopy McCool 0.25 0.35
❑ 22 Sy Snootles.....0.25 0.35
❑ 23 Watched by Boba Fett 0.25 0.35
❑ 24 Boushh's Captive 0.25 0.35
❑ 25 The Bounty Hunter Boushh 0.25 0.35
❑ 26 The Villains Confer.....0.25 0.35
❑ 27 Han Solo's Plight 0.25 0.35

Return Series I cards *(cont'd)*

	EXCLT	MINT

❑ 28 The Rescuer 0.25 0.35
❑ 29 Decarbonized 0.25 0.35
❑ 30 Princess Leia to the Rescue.....0.25 0.35
❑ 31 Heroes in Disguise 0.25 0.35
❑ 32 The Princess Enslaved.....0.25 0.35
❑ 33 Luke Skywalker Arrives.....0.25 0.35
❑ 34 The Young Jedi 0.25 0.35
❑ 35 The Court in Chaos 0.25 0.35
❑ 36 The Rancor Pit 0.25 0.35
❑ 37 Facing Jabba the Hutt.....0.25 0.35
❑ 38 The Sail Barge and the Desert Skiff...0.25 0.35
❑ 39 Jabba the Hutt's New Dancing Girl.....0.25 0.35
❑ 40 On the Sail Barge 0.25 0.35
❑ 41 A Monstrous Fate.....0.25 0.35
❑ 42 The Battle Begins.....0.25 0.35
❑ 43 Lando Calrissian's Fight for Life .0.25 0.35
❑ 44 Fury of the Jedi 0.25 0.35
❑ 45 Princess Leia Strikes Back.....0.25 0.35
❑ 46 The Demise of Jabba the Hutt...0.25 0.35
❑ 47 Boba Fett's Last Stand 0.25 0.35
❑ 48 The Rescue.....0.25 0.35
❑ 49 Gamorrean Guard.....0.25 0.35
❑ 50 The Deadly Cannon 0.25 0.35
❑ 51 The Raging Battle 0.25 0.35
❑ 52 Princess Leia Swings into Action..0.25 0.35
❑ 53 Swing to Safety 0.25 0.35
❑ 54 On the Death Star.....0.25 0.35
❑ 55 Guards of the Emperor.....0.25 0.35
❑ 56 The Deciders 0.25 0.35
❑ 57 The Emperor 0.25 0.35
❑ 58 Yoda the Jedi Master.....0.25 0.35
❑ 59 A Word with Ben 0.25 0.35
❑ 60 The Allies Meet.....0.25 0.35
❑ 61 A New Challenge 0.25 0.35
❑ 62 Pondering the Raid.....0.25 0.35
❑ 63 Mission: Destroy the Death Star...0.25 0.35
❑ 64 Mon Mothma 0.25 0.35
❑ 65 The Friends Depart 0.25 0.35
❑ 66 Benevolent Creature.....0.25 0.35
❑ 67 The Plan Begins 0.25 0.35
❑ 68 Forest of Endor.....0.25 0.35
❑ 69 Droids on the Move.....0.25 0.35
❑ 70 Blasting a Speeder Bike 0.25 0.35
❑ 71 Approaching the Princess 0.25 0.35
❑ 72 A New-found Friend 0.25 0.35
❑ 73 Princess Leia's Smile 0.25 0.35
❑ 74 Under Attack 0.25 0.35
❑ 75 Imperial Scout Peril 0.25 0.35
❑ 76 Entering the Throne Room.....0.25 0.35
❑ 77 The Skywalker Factor 0.25 0.35
❑ 78 Captured by the Ewoks 0.25 0.35
❑ 79 The Netted Droid 0.25 0.35
❑ 80 All Hail See-Threepio 0.25 0.35

For a description of trading-card grades, see page 85.

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For a description of trading-card grades, see page 85.

Return Series I cards *(cont'd)*		EXCLT	MINT
❑ 81	Royal Treatment	0.25	0.35
❑ 82	Sitting with Royalty	0.25	0.35
❑ 83	Levitated by Luke	0.25	0.35
❑ 84	The Ewok Leaders	0.25	0.35
❑ 85	Logray and Chief Chirpa	0.25	0.35
❑ 86	Help from Princess Leia	0.25	0.35
❑ 87	Will Han Solo Be Dinner?	0.25	0.35
❑ 88	The Baby Ewok	0.25	0.35
❑ 89	The Forest Creatures	0.25	0.35
❑ 90	The Droid and the Ewok	0.25	0.35
❑ 91	R2-D2 Meets Wicket	0.25	0.35
❑ 92	Unexpected Allies	0.25	0.35
❑ 93	Serious Situation	0.25	0.35
❑ 94	Luke Skywalker's Destiny	0.25	0.35
❑ 95	Quiet, See-Threepio	0.25	0.35
❑ 96	Imperial Biker Scout	0.25	0.35
❑ 97	Biker Scout and the Battlefield	0.25	0.35
❑ 98	Han Solo's Approach	0.25	0.35
❑ 99	The Ultimate Mission	0.25	0.35
❑ 100	Ready for Action	0.25	0.35
❑ 101	Ambushed by the Empire	0.25	0.35
❑ 102	Observed by the Ewoks	0.25	0.35
❑ 103	The Courageous Ewoks	0.25	0.35
❑ 104	Prisoners	0.25	0.35
❑ 105	Revising Their Plan	0.25	0.35
❑ 106	AT-ST (All Terrain Scout Transport)	0.25	0.35
❑ 107	The Forest Fighters	0.25	0.35
❑ 108	Break for Freedom	0.25	0.35
❑ 109	Artoo-Detoo — Hit	0.25	0.35
❑ 110	Chewbacca Triumphant	0.25	0.35
❑ 111	Ewoks to the Rescue	0.25	0.35
❑ 112	Battle in the Forest	0.25	0.35
❑ 113	Stormtrooper Attack	0.25	0.35
❑ 114	The Victorious Rebels	0.25	0.35
❑ 115	Time out for Love	0.25	0.35
❑ 116	Facing the Emperor	0.25	0.35
❑ 117	Master of Terror	0.25	0.35
❑ 118	The Emperor's Offer	0.25	0.35
❑ 119	Battle of the Jedi	0.25	0.35
❑ 120	Lightsaber Battle	0.25	0.35
❑ 121	Darth Vader Is Down	0.25	0.35
❑ 122	The Confrontation	0.25	0.35
❑ 123	The Death Star Raid	0.25	0.35
❑ 124	Military Leader Admiral Ackbar	0.25	0.35
❑ 125	Within the Death Star	0.25	0.35
❑ 126	Victory Celebration	0.25	0.35
❑ 127	Congratulations Wedge	0.25	0.35
❑ 128	The Triumphant Trio	0.25	0.35
❑ 129	The Heroic Droids	0.25	0.35
❑ 130	Toward Brighter Tomorrows	0.25	0.35
❑ 131	Check List	0.25	0.35
❑ 132	Check List	0.25	0.35

Return of the Jedi: Series One stickers (Topps)		EXCLT	MINT
33 stickers in this series; stickers came in different colors.			
❑ 1	Yoda	0.60	1.00
❑ 2	Logray	0.60	1.00
❑ 3	Musician	0.60	1.00
❑ 4	Jabba	0.60	1.00
❑ 5	Creature	0.60	1.00
❑ 6	Admiral Ackbar	0.60	1.00
❑ 7	Boushh	0.60	1.00
❑ 8	Han Solo	0.60	1.00
❑ 9	Leia	0.60	1.00
❑ 10	Luke Skywalker	0.60	1.00
❑ 11	Han Solo	0.60	1.00
❑ 12	C-3PO	0.60	1.00
❑ 13	Chewbacca	0.60	1.00
❑ 14	Sy Snootles	0.60	1.00
❑ 15	Ewok Child	0.60	1.00
❑ 16	Nien Nunb	0.60	1.00
❑ 17	Lando Calrissian	0.60	1.00
❑ 18	R2-D2	0.60	1.00
❑ 19	Obi-Wan Kenobi	0.60	1.00
❑ 20	Luke Skywalker	0.60	1.00
❑ 21	Luke Skywalker	0.60	1.00
❑ 22	Gamorrean Guard	0.60	1.00
❑ 23	Salacious Crumb	0.60	1.00
❑ 24	Wicket	0.60	1.00
❑ 25	Boba Fett	0.60	1.00
❑ 26	Ewok	0.60	1.00
❑ 27	Jabba	0.60	1.00
❑ 28	Lando Calrissian	0.60	1.00
❑ 29	Max Rebo	0.60	1.00
❑ 30	Leia on Endor	0.60	1.00
❑ 31	Leia	0.60	1.00
❑ 32	Han Solo	0.60	1.00
❑ 33	Biker Scout	0.60	1.00

Return of the Jedi: Series Two cards (Topps)		EXCLT	MINT
88 cards in this 1983 series.			
❑	**Complete set**	25.00	30.00
Individual cards:			
❑ 133	Title Card	0.25	0.50
❑ 134	Path to Destiny	0.25	0.50
❑ 135	Captured	0.25	0.50
❑ 136	The Courageous Jedi	0.25	0.50
❑ 137	The Victors	0.25	0.50
❑ 138	Wicket and Princess Leia	0.25	0.50
❑ 139	The Emperor's Arrival	0.25	0.50
❑ 140	Sail Barge Battle	0.25	0.50
❑ 141	Luke Skywalker, Jedi	0.25	0.50
❑ 142	The Approach of Wicket	0.25	0.50
❑ 143	A Close Call	0.25	0.50
❑ 144	Above the Sarlacc Pit	0.25	0.50

For information on buying and selling memorabilia, see page 51.

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Star Wars: Series One stickers (Topps)

			Exclt	Mint
11 stickers in this 1977 series				
❑		**Complete set**	35.00	40.00
❑	1	Luke Skywalker	3.00	4.00
❑	2	Princess Leia Organa	3.00	4.00
❑	3	Han Solo	3.00	4.00
❑	4	Chewbacca the Wookie	3.00	4.00
❑	5	See-Threepio	3.00	4.00
❑	6	Artoo-Detoo	3.00	4.00
❑	7	Lord Darth Vader	3.00	4.00
❑	8	Grand Moff Tarkin	3.00	4.00
❑	9	Ben (Obi-Wan) Kenobi	3.00	4.00
❑	10	Tusken Raider	3.00	4.00
❑	11	X-Wing versus TIE Fighter	3.00	4.00

Star Wars: Series Two cards (Topps)

			Exclt	Mint
*66 cards in this 1977 series; pictures in **red** frames*				
❑		**Complete set**	36.00	75.00
Individual cards:				
❑	67	See-Threepio and Luke	0.30	0.50
❑	68	The Millennium Falcon	0.30	0.50
❑	69	Threepio's Desert Track	0.30	0.50
❑	70	Special Mission for Artoo-Detoo	0.30	0.50
❑	71	The Incredible See-Threepio	0.30	0.50
❑	72	Ben Kenobi Rescues Luke	0.30	0.50
❑	73	The Droids Wait for Luke	0.30	0.50
❑	74	Luke Skywalker on Tatooine	0.30	0.50
❑	75	Darth Vader Strangles a Rebel	0.30	0.50
❑	76	Artoo-Detoo on the Rebel Starship	0.30	0.50
❑	77	Waiting in the Control Room	0.30	0.50
❑	78	Droids to the Rescue	0.30	0.50
❑	79	Preparing to Board Solo's Starship	0.30	0.50
❑	80	Where has R2-D2 Gone?	0.30	0.50
❑	81	Weapons of the Death Star	0.30	0.50
❑	82	A Daring Rescue	0.30	0.50
❑	83	Aboard the Millennium Falcon	0.30	0.50
❑	84	Rebel Pilot Prepares for the Raid	0.30	0.50
❑	85	Luke on the Sand Planet	0.30	0.50
❑	86	A Mighty Explosion	0.30	0.50
❑	87	The Droids Try to Rescue Luke	0.30	0.50
❑	88	Stormtroopers Guard Solo's Ship	0.30	0.50
❑	89	The Imprisoned Princess Leia	0.30	0.50
❑	90	Honoring the Victors	0.30	0.50
❑	91	Solo and Chewie Prepare to Leave	0.30	0.50
❑	92	Advance of the Tusken Raider	0.30	0.50
❑	93	Stormtroopers Blast the Rebels	0.30	0.50
❑	94	Interrogated by Stormtroopers	0.30	0.50
❑	95	Sighting Artoo-Detoo	0.30	0.50
❑	96	The Droids on Tatooine	0.30	0.50
❑	97	Meeting at the Cantina	0.30	0.50
❑	98	See-Threepio	0.30	0.50
❑	99	Ben with the Light Saber	0.30	0.50
❑	100	Our Heroes at the Spaceport	0.30	0.50
❑	101	The Wookiee Chewbacca	0.30	0.50
❑	102	Rebels Prepare for the Big Fight	0.30	0.50
❑	103	Stormtroopers Attack Our Heroes	0.30	0.50
❑	104	Luke's Aunt and Uncle	0.30	0.50
❑	105	Imperial Soldiers Burn through the Starship	0.30	0.50
❑	106	A Message from Princess Leia	0.30	0.50
❑	107	The Tusken Raider	0.30	0.50
❑	108	Princess Leia Observes the Battle	0.30	0.50
❑	109	Ben Turns off the Tractor Beam	0.30	0.50
❑	110	Threepio Fools the Guards	0.30	0.50
❑	111	Chewie and Han Solo	0.30	0.50
❑	112	Threatened by Sand People	0.30	0.50
❑	113	Ben Hides from Imperial Stormtroopers	0.30	0.50
❑	114	Planning to Escape	0.30	0.50
❑	115	Hiding in the Millennium Falcon	0.30	0.50
❑	116	Honored for Their Heroism	0.30	0.50
❑	117	Chewbacca Poses as a Prisoner	0.30	0.50
❑	118	R2-D2 and C-3PO	0.30	0.50
❑	119	Threepio, Ben, and Luke	0.30	0.50
❑	120	Luke Destroys an Imperial Ship	0.30	0.50
❑	121	Han Solo and Chewbacca	0.30	0.50
❑	122	The Millennium Falcon Speeds Through Space	0.30	0.50
❑	123	See-Threepio Blasts a Stormtrooper	0.30	0.50
❑	124	Threepio Searches for R2-D2	0.30	0.50
❑	125	Luke Is Disguised	0.30	0.50
❑	126	A Quizzical Threepio	0.30	0.50
❑	127	The Rebel Fleet	0.30	0.50
❑	128	Roar of the Wookiee	0.30	0.50
❑	129	May the Force Be with You	0.30	0.50
❑	130	Pursued by the Jawas	0.30	0.50
❑	131	Spectacular Battle	0.30	0.50
❑	132	Lord Vader and a Soldier	0.30	0.50

Star Wars: Series Two stickers (Topps)

			Exclt	Mint
11 stickers in this 1977 series				
❑		**Complete set**	32.00	40.00
❑	12	Han and Chewbacca	3.00	4.00
❑	13	Alec Guinness as Ben	3.00	4.00
❑	14	The Tusken Raider	3.00	4.00
❑	15	See-Threepio	3.00	4.00
❑	16	Chewbacca	3.00	4.00
❑	17	Threatened by Sand People	3.00	4.00
❑	18	The Rebel Fleet	3.00	4.00
❑	19	The Wookiee Chewbacca	3.00	4.00
❑	20	R2-D2 and C-3PO	3.00	4.00
❑	21	The Millennium Falcon Speeds through Space	3.00	4.00
❑	22	Spectacular Battle	3.00	4.00

For a description of trading-card grades, see page 85.

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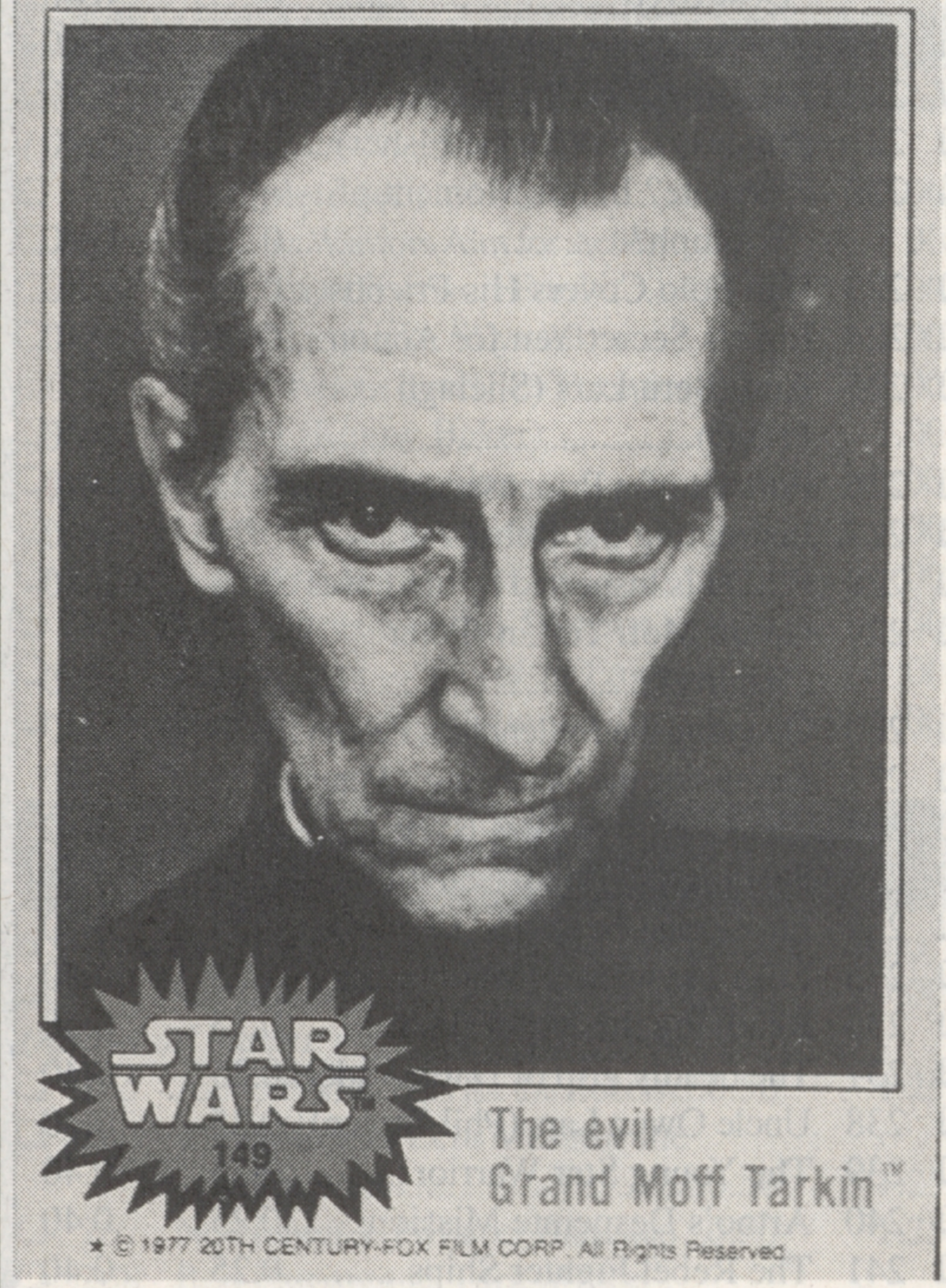
Star Wars: Series Three cards (Topps)

			EXCLT	MINT
66 cards in this 1978 series; pictures in ***yellow*** *frames*				
❑		**Complete set**	36.00	40.00
Individual cards:				
❑	133	Ben and Luke Help C-3PO to His Feet	0.30	0.50
❑	134	Luke Dreams of Being a Star Pilot	0.30	0.50
❑	135	Cantina Troubles	0.30	0.50
❑	136	Danger from All Sides	0.30	0.50
❑	137	Luke Attacked by a Strange Creature	0.30	0.50
❑	138	On the Tracks of the Droids	0.30	0.50
❑	139	Han Solo…Hero or Mercenary?	0.30	0.50
❑	140	R2-D2, Where Are You?	0.30	0.50
❑	141	Some Quick Thinking by Luke	0.30	0.50
❑	142	Darth Vader Inspects the Captured Ship	0.30	0.50
❑	143	Droids on the Sand Planet	0.30	0.50
❑	144	Harrison Ford as Han Solo	0.30	0.50
❑	145	Escape from the Death Star	0.30	0.50
❑	146	Luke Skywalker's Aunt Preparing Dinner	0.30	0.50
❑	147	Bargaining with the Jawas	0.30	0.50
❑	148	The Fearsome Stormtroopers	0.30	0.50



❑	149	The Evil Grand Moff Tarkin	0.30	0.50
❑	150	Shoot-Out at the Chasm	0.30	0.50

Star Wars Series III cards *(cont'd)*

			EXCLT	MINT
❑	151	Planning an Escape	0.30	0.50
❑	152	Spirited Princess Leia	0.30	0.50
❑	153	The Fantastic Droid Threepio	0.30	0.50
❑	154	Princess Leia Comforts Luke	0.30	0.50
❑	155	The Escape Pod Is Jettisoned	0.30	0.50
❑	156	R2-D2 Is Lifted Aboard	0.30	0.50
❑	157	Learn about the Force, Luke	0.30	0.50
❑	158	Rebel Victory	0.30	0.50
❑	159	Luke Skywalker's Home	0.30	0.50
❑	160	Destroying a World	0.30	0.50
❑	161	Preparing for the Raid	0.30	0.50
❑	162	Han Solo Cornered by Greedo	0.30	0.50
❑	163	Caught in the Tractor Beam	0.30	0.50
❑	164	Tusken Raiders Capture Luke	0.30	0.50
❑	165	Escaping from Stormtroopers	0.30	0.50
❑	166	A Close Call for Luke and Leia	0.30	0.50
❑	167	Surrounded by Lord Vader's Soldiers	0.30	0.50
❑	168	Hunting the Fugitives	0.30	0.50
❑	169	Meeting at the Death Star	0.30	0.50
❑	170	Luke and the Princess…Trapped	0.30	0.50
❑	171	The Walls Are Moving	0.30	0.50
❑	172	Droids in the Escape Pod	0.30	0.50
❑	173	The Stormtroopers	0.30	0.50
❑	174	Solo Aims for Trouble	0.30	0.50
❑	175	A Closer Look at a Jawa	0.30	0.50
❑	176	Luke Skywalker's Dream	0.30	0.50
❑	177	Solo Swings into Action	0.30	0.50
❑	178	The Star Warriors	0.30	0.50
❑	179	Stormtroopers Search the Spaceport	0.30	0.50
❑	180	Princess Leia Honors the Victors	0.30	0.50
❑	181	Peter Cushing as Grand Moff Tarkin	0.30	0.50
❑	182	Deadly Blasters	0.30	0.50
❑	183	Dave Prowse as Darth Vader	0.30	0.50
❑	184	Luke and His Uncle	0.30	0.50
❑	185	Luke on Tatooine	0.30	0.50
❑	186	The Jawas	0.30	0.50
❑	187	Threepio and Friend	0.30	0.50
❑	188	Starship under Fire	0.30	0.50

❑	189	Mark Hamill as Luke	0.30	0.50

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Star Wars Series III cards *(cont'd)*		EXCLT	MINT
❑ 190	Carrie Fisher as Princess Leia	0.30	0.50
❑ 191	Life on the Desert World	0.30	0.50
❑ 192	Liberated Princess	0.30	0.50
❑ 193	Luke's Uncle Buys Threepio	0.30	0.50
❑ 194	Stormtroopers Attack	0.30	0.50
❑ 195	Alec Guinness as Ben Kenobi	0.30	0.50
❑ 196	Lord Darth Vader	0.30	0.50
❑ 197	Leia Blasts a Stormtrooper	0.30	0.50
❑ 198	Luke Decides to Leave Tatooine	0.30	0.50

Star Wars: Series Three stickers (Topps)		EXCLT	MINT
11 stickers in this 1978 series			
❑	**Complete set**	35.00	40.00
❑ 23	Dave Prowse as Darth Vader	2.50	4.00
❑ 24	Droids on the Sand Planet	2.50	4.00
❑ 25	The Escape Pod Is Jettisoned	2.50	4.00
❑ 26	The Fantastic Droid Threepio	2.50	4.00
❑ 27	A Closer Look at a Jawa	2.50	4.00
❑ 28	Peter Cushing as Grand Moff Tarkin	2.50	4.00
❑ 29	Han Solo…Hero or Mercenary?	2.50	4.00
❑ 30	The Fearsome Stormtroopers	2.50	4.00

❑ 31	Princess Leia Comforts Luke	2.50	4.00
❑ 32	Preparing for the Raid	2.50	4.00
❑ 33	Solo Aims for Trouble	2.50	4.00

Star Wars: Series Four cards (Topps)		EXCLT	MINT
66 cards in this 1978 series; pictures in ***green*** *frames*			
❑	**Complete set**	36.00	40.00
Individual cards:			
❑ 199	The Star Warriors Aim for Action	0.25	0.40
❑ 200	C-3PO Searches for his Counterpart	0.25	0.40
❑ 201	Raid at Mos Eisley	0.25	0.40

Star Wars Series IV cards *(cont'd)*		EXCLT	MINT
❑ 202	Inquiring about Obi-Wan Kenobi	0.25	0.40
❑ 203	A Band of Jawas	0.25	0.40
❑ 204	Stalking the Corridors of the Death Star	0.25	0.40
❑ 205	Desperate Moments for Our Heroes	0.25	0.40
❑ 206	Searching for the Missing Droid	0.25	0.40
❑ 207	C-3PO (Anthony Daniels)	0.25	0.40
❑ 208	Luke Skywalker on the Desert Planet	0.25	0.40
❑ 209	The Rebel Troops	0.25	0.40
❑ 210	Princess Leia Blasts the Enemy	0.25	0.40
❑ 211	A Proud Moment for Han and Luke	0.25	0.40
❑ 212	A Stormtrooper Is Blasted	0.25	0.40
❑ 213	Monitoring the Battle	0.25	0.40
❑ 214	Luke and Leia Shortly before the Raid	0.25	0.40
❑ 215	Han Bows out of Battle	0.25	0.40
❑ 216	Han and Leia Quarrel about the Escape Plan	0.25	0.40
❑ 217	The Dark Lord of the Sith	0.25	0.40
❑ 218	Luke Skywalker's Home… Destroyed	0.25	0.40
❑ 219	The Swing to Freedom	0.25	0.40
❑ 220	I'm Going to Regret This	0.25	0.40
❑ 221	Princess Leia (Carrie Fisher)	0.25	0.40
❑ 222	Evacuate? In our Moment of Triumph?	0.25	0.40
❑ 223	Han Solo Covers His Friends	0.25	0.40
❑ 224	Luke's Secret Yen for Action	0.25	0.40
❑ 225	Aunt Beru Lars (Shelagh Fraser)	0.25	0.40
❑ 226	Portrait of a Princess	0.25	0.40
❑ 227	Instructing the Rebel Pilots	0.25	0.40
❑ 228	R2-D2 Is Inspected by the Jawas	0.25	0.40
❑ 229	Grand Moff Tarkin (Peter Cushing)	0.25	0.40
❑ 230	Guarding the Millennium Falcon	0.25	0.40
❑ 231	Discussing the Death Star's Future	0.25	0.40
❑ 232	The Empire Strikes Back	0.25	0.40
❑ 233	Raiding the Rebel Starship	0.25	0.40
❑ 234	Envisioning the Rebels' Destruction	0.25	0.40
❑ 235	Luke Skywalker (Mark Hamill)	0.25	0.40
❑ 236	Readying the Rebel fleet	0.25	0.40
❑ 237	The deadly grip of Darth Vader	0.25	0.40
❑ 238	Uncle Owen Lars (Phil Brown)	0.25	0.40
❑ 239	The Young Star Warrior	0.25	0.40
❑ 240	Artoo's Desperate Mission	0.25	0.40
❑ 241	The Rebel Fighter Ships	0.25	0.40
❑ 242	Death Star Shootout	0.25	0.40
❑ 243	Rebels in the Trench	0.25	0.40

For a description of trading-card grades, see page 85.

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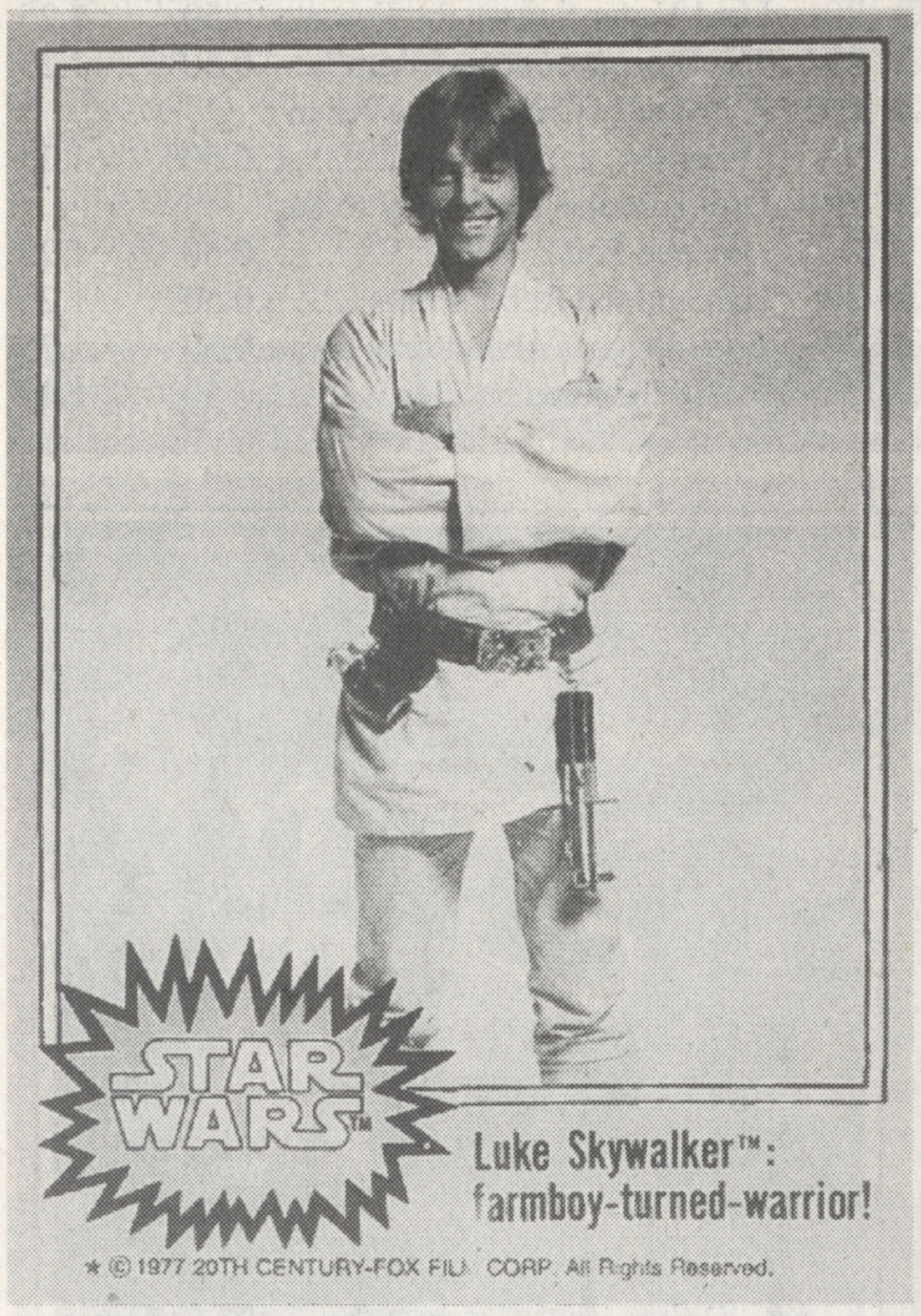
For a description of trading-card grades, see page 85.

Star Wars Series IV cards *(cont'd)*		EXCLT	MINT
❑ 244	Waiting at Mos Eisley	0.25	0.40
❑ 245	Member of the Evil Empire	0.25	0.40
❑ 246	Stormtrooper — Tool of the Empire	0.25	0.40
❑ 247	Soldier of Evil	0.25	0.40
❑ 248	Luke Suspects the Worst about His Family	0.25	0.40
❑ 249	Ben Kenobi (Alec Guinness)	0.25	0.40
❑ 250	Luke and Ben on Tatooine	0.25	0.40
❑ 251	An Overjoyed Han Solo	0.25	0.40
❑ 252	The Honored Heroes	0.25	0.40
❑ 253	R2-D2 (Kenny Baker)	0.25	0.40
❑ 254	Darth Vader (David Prowse)	0.25	0.40
❑ 255	Luke Poses with His Weapon	0.25	0.40
❑ 256	The Marvelous Droid See-Threepio	0.25	0.40
❑ 257	A Pair of Jawas	0.25	0.40
❑ 258	Fighting Impossible Odds	0.25	0.40
❑ 259	Challenging the Evil Empire	0.25	0.40
❑ 260	Han Solo (Harrison Ford)	0.25	0.40
❑ 261	Fury of the Tusken Raider	0.25	0.40
❑ 262	Creature of Tatooine	0.25	0.40
❑ 263	The Courage of Luke Skywalker	0.25	0.40
❑ 264	Star Pilot Luke Skywalker	0.25	0.40

Star Wars: Series Four stickers (Topps)		EXCLT	MINT
11 stickers in this 1978 series			
❑	**Complete set**	25.00	30.00
❑ 34	The Star Warriors Aim for Action	0.75	1.00
❑ 35	Han Solo (Harrison Ford)	0.75	1.00
❑ 36	Star Pilot (Luke Skywalker	0.75	1.00
❑ 37	The Marvelous Droid See-Threepio	0.75	1.00
❑ 38	R2-D2 (Kenny Baker)	0.75	1.00
❑ 39	Creature of Tatooine	0.75	1.00
❑ 40	Darth Vader (David Prowse)	0.75	1.00
❑ 41	A Pair of Jawas	0.75	1.00
❑ 42	Luke Poses with his Weapon	0.75	1.00
❑ 43	Stormtrooper — Tool of the Empire	0.75	1.00
❑ 44	Monitoring the Battle	0.75	1.00

Star Wars: Series Five cards (Topps)		EXCLT	MINT
*66 cards in this 1979 series; pictures in **orange** frames*			
❑	**Complete set**	36.00	40.00
Individual cards:			
❑ 265	Anxious Moments for the Rebels	0.50	1.25
❑ 266	Threepio and Leia Monitor the Battle	0.50	1.25
❑ 267	No-Nonsense Privateer Han Solo	0.50	1.25
❑ 268	Ben Prepares to Turn off the Tractor Beam	0.50	1.25
❑ 269	Droids on the Run	0.50	1.25

Star Wars Series V cards *(cont'd)*		EXCLT	MINT



❑ 270	Luke: Farmboy Turned Warrior	0.50	1.25
❑ 271	Do You Think They'll Melt Us down, Artoo?	0.50	1.25
❑ 272	Corridors of the Death Star	0.50	1.25
❑ 273	This is All Your Fault, Artoo	0.50	1.25
❑ 274	Droids Trick the Stormtroopers	0.50	1.25
❑ 275	Guarding the Millennium Falcon	0.50	1.25
❑ 276	It's Not Wise to Upset a Wookiee	0.50	1.25
❑ 277	Bizarre Inhabitants of the Cantina	0.50	1.25
❑ 278	A Narrow Escape	0.50	1.25
❑ 279	Awaiting the Imperial Attack	0.50	1.25
❑ 280	Remember Luke, The Force Will Be with You	0.50	1.25
❑ 281	A Monstrous Thirst	0.50	1.25
❑ 282	Hurry up, Luke We're Gonna Have Company	0.50	1.25
❑ 283	The Cantina Musicians	0.50	1.25
❑ 284	Distracted by Solo's Assault	0.50	1.25
❑ 285	Spiffed up for the Awards Ceremony	0.50	1.25
❑ 286	Cantina Denizens	0.50	1.25
❑ 287	Han and Chewie Ready for Action	0.50	1.25
❑ 288	Blasting the Enemy	0.50	1.25
❑ 289	The Rebel Fighters Take Off	0.50	1.25
❑ 290	Chewie Aims for Danger	0.50	1.25

For information on buying and selling memorabilia, see page 51.

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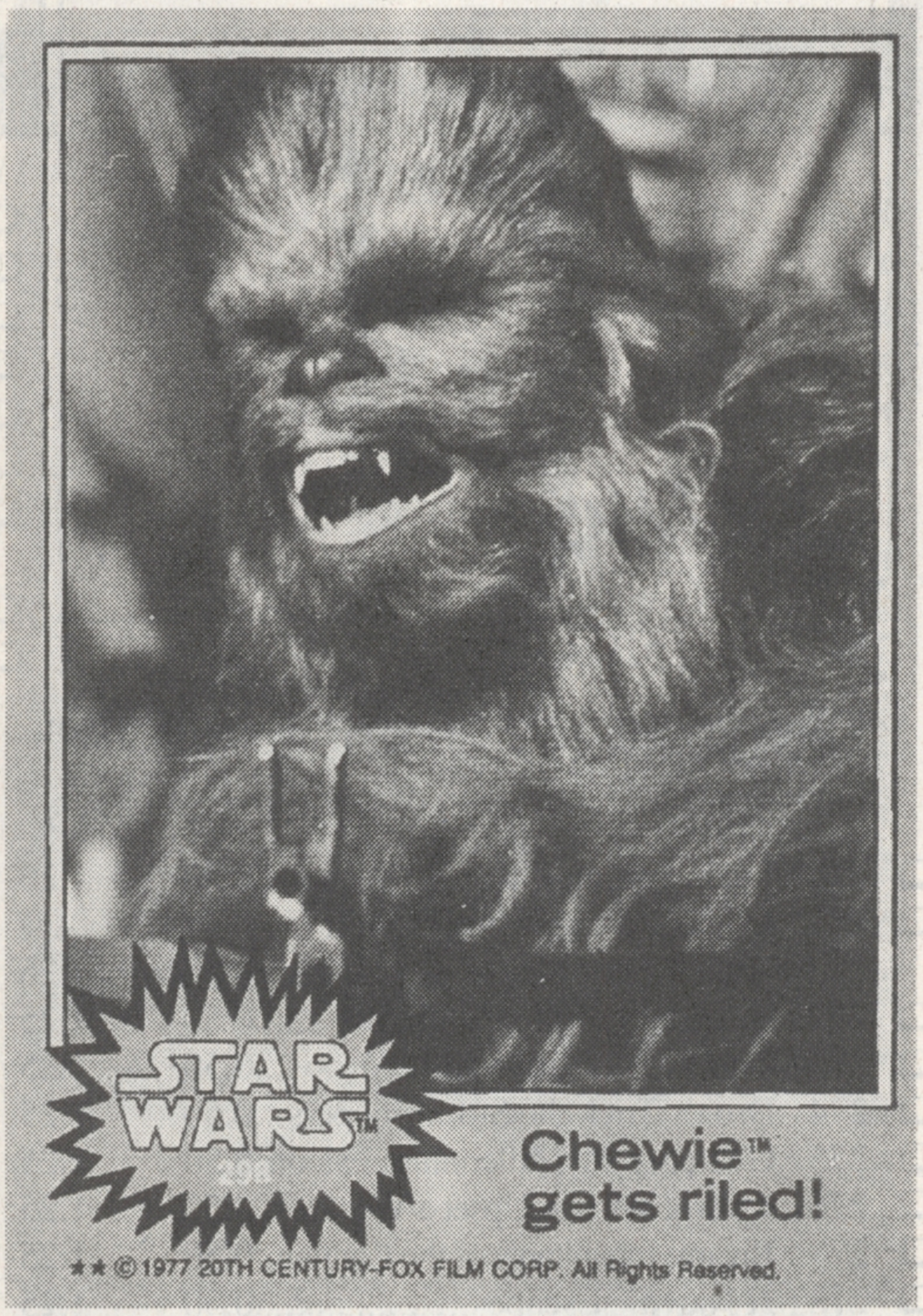
Star Wars Series V cards *(cont'd)*	EXCLT	MINT
❑ 291 Lord Vader Senses the Force	0.50	1.25
❑ 292 The Stormtroopers Assemble	0.50	1.25
❑ 293 A Friendly Chat among Alien Friends	0.50	1.25
❑ 294 Droids Make Their Way to the Escape Pod	0.50	1.25
❑ 295 Han and the Rebel Pilots	0.50	1.25
❑ 296 Artoo-Detoo Is Abducted by Jawas	0.50	1.25
❑ 297 Inside the Sandcrawler	0.50	1.25



❑	298	Chewie Gets Riled	0.50	1.25
❑	299	Leia Wishes Luke Good Luck	0.50	1.25
❑	300	Luke, the Star Warrior	0.50	1.25
❑	301	A Crucial Moment for Luke Skywalker	0.50	1.25
❑	302	Threepio and Artoo	0.50	1.25
❑	303	Various Droids Collected by the Jawas	0.50	1.25
❑	304	The Jawas Ready Their Merchandise	0.50	1.25
❑	305	Director George Lucas and Greedo	0.50	1.25
❑	306	Technicians Ready C-3PO for the Cameras	0.50	1.25
❑	307	A Touch-Up for Chewbacca	0.50	1.25
❑	308	Directing the Cantina Creatures	0.50	1.25

Star Wars Series V cards *(cont'd)*	EXCLT	MINT
❑ 309 The Birthday Celebration for Sir Alec Guinness	0.50	1.25
❑ 310 Filming the Awards Ceremony	0.50	1.25
❑ 311 The Model Builders Proudly Display Their Work	0.50	1.25
❑ 312 Using the Blue Screen Process for X-Wings	0.50	1.25
❑ 313 The Birth of a Droid	0.50	1.25
❑ 314 Shooting in Tunisia	0.50	1.25
❑ 315 Inside the Millennium Falcon	0.50	1.25
❑ 316 Photographing the Miniature Explosions	0.50	1.25
❑ 317 Filming Explosions on the Death Star	0.50	1.25
❑ 318 Make-up for the Bantha	0.50	1.25
❑ 319 Dave Prowse and Alec Guinness Rehearse	0.50	1.25
❑ 320 Flight of the Falcon	0.50	1.25
❑ 321 George Lucas Directs His Counterpart Luke	0.50	1.25
❑ 322 Constructing the Star Destroyer	0.50	1.25
❑ 323 Aboard the Millennium Falcon	0.50	1.25
❑ 324 Chewie Takes a Breather between Scenes	0.50	1.25
❑ 325 The Princess Gets the Brush	0.50	1.25
❑ 326 Animating the Chessboard Creatures	0.50	1.25
❑ 327 Filming the Sandcrawler	0.50	1.25
❑ 328 X-Wings Positioned for the Cameras	0.50	1.25
❑ 329 Sir Alec Guinness and George Lucas	0.50	1.25
❑ 330 Filming Luke and Threepio in Tunisia	0.50	1.25

Star Wars: Series Five stickers (Topps)	EXCLT	MINT
11 stickers in this 1979 series		
❑ **Complete set**	20.00	30.00
❑ 45 A Crucial Moment for Luke Skywalker	2.00	3.00
❑ 46 Chewie Gets Riled	2.00	3.00
❑ 47 Threepio and Artoo	2.00	3.00
❑ 48 Various Droids Collected by the Jawas	2.00	3.00
❑ 49 Luke, Star Warrior	2.00	3.00
❑ 50 Director George Lucas and Greedo	2.00	3.00
❑ 51 Technicians Ready C-3PO for the Cameras	2.00	3.00
❑ 52 The Jawas Ready Their New Merchandise	2.00	3.00
❑ 53 Directing the Cantina Creatures	2.00	3.00
❑ 54 Leia Wishes Luke Good Luck	2.00	3.00
❑ 55 A Touch-up for Chewbacca	2.00	3.00

For a description of trading-card grades, see page 85.

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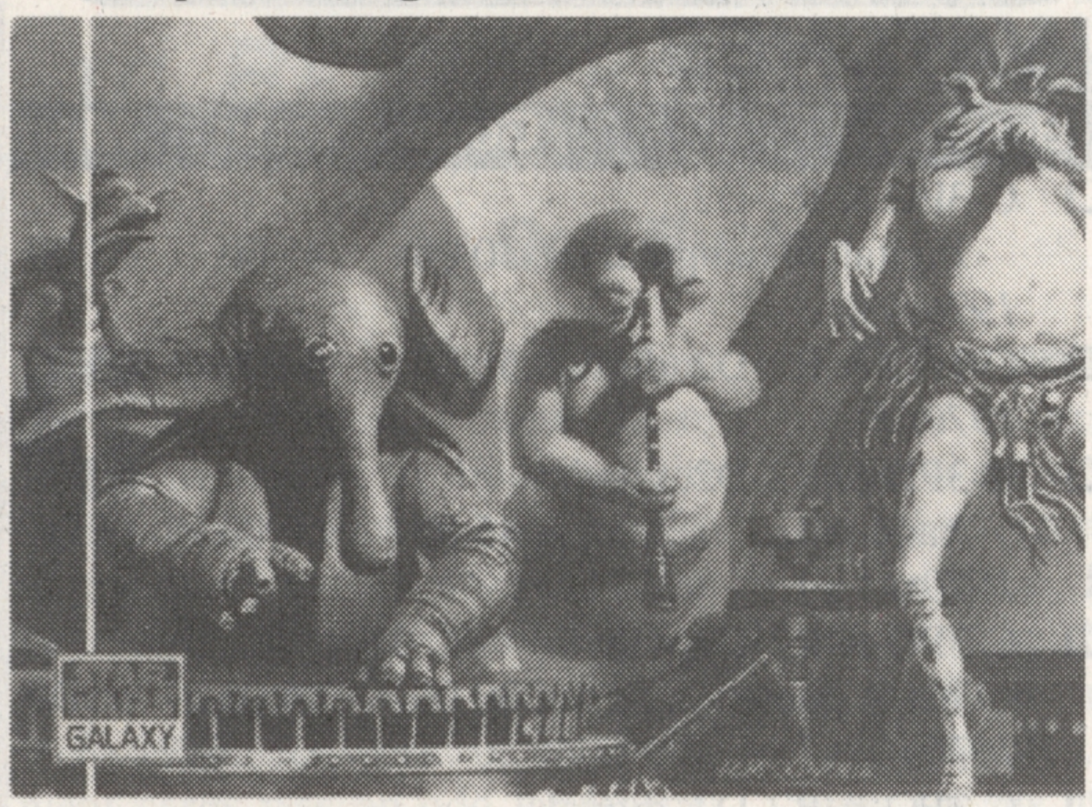
For a description of trading-card grades, see page 85.

Star Wars Finest cards (Topps)

	EXCLT	MINT
90 cards in this 1996 set, along with Foil-Embossed, Matrix, Refractors, and Mastervisions cards.		
❑ **Complete set, regular cards** (90)	35.00	38.00
❑ Individual regular cards each:	0.35	0.45
❑ **Complete set, foil-embossed cards** (10)	36.00	40.00
❑ Individual foil-embossed cards each:	6.00	8.00
❑ **Complete set, Matrix cards** (4)	26.00	30.00
❑ Individual Matrix cards each:	6.00	8.00
❑ **Complete set, Refractors cards** (90)	500.00	800.00
❑ Individual Refractors cards each:	5.00	7.00
❑ Mastervisions card	35.00	45.00

Star Wars Galaxy I cards (Topps)

	EXCLT	MINT
140 cards in this 1993 set, along with Foil-Etched cards. A limited-edition factory set was made.		
❑ **Complete set, regular cards** (140)	20.00	23.00



❑ Individual regular cards each:	0.20	0.30
❑ **Complete set, Foil-Etched cards** (6)	36.00	40.00
❑ Individual Foil-Etched cards each:	8.00	15.00
❑ Millennium Falcon Factory set		110.00

Star Wars Galaxy II cards (Topps)

	EXCLT	MINT
140 cards in this 1994 set, along with Foil-Etched and Autographed cards.		
❑ **Complete set, regular cards** (140)	20.00	24.00
❑ Individual regular cards each:	0.20	0.30
❑ **Complete set, Foil-Etched cards** (6)	42.00	60.00
❑ Individual Foil-Etched cards each:	7.00	10.00
❑ Autographed card	45.00	50.00

Star Wars Galaxy III cards (Topps)

	EXCLT	MINT
90 cards in this 1995 set, along with Simonson's Triptych, Clearzone Agents of Empire, and Video Game cards. First-Day issue cards are available.		
❑ **Complete set, regular cards** (90)	15.00	18.00
❑ Individual regular cards each:	0.15	0.25
❑ **Complete set, First-Day Issue** (90)	70.00	80.00
❑ Individual First-Day cards each:	0.75	1.25
❑ **Complete set, Triptych** (6)	50.00	60.00
❑ Individual Triptych cards each:	8.00	11.00
❑ **Complete set, Video Game** (6)	12.00	15.00
❑ Individual Video Game cards each:	1.00	1.50

Star Wars Master Vision cards (Topps)

	EXCLT	MINT
36 cards in this 1995 set.		
❑ **Complete set** (36)	35.00	40.00
❑ Individual cards each:	1.00	1.75

Star Wars Shadows of the Empire cards (Topps)

	EXCLT	MINT
100 cards in this 1996 set, along with Embossed Gold, Embossed Foil, and case cards.		
❑ **Complete set, regular cards** (100)	15.00	20.00
❑ Individual regular cards each:	0.15	0.25
❑ **Complete set, Gold cards** (6)	40.00	50.00
❑ Individual Gold cards each:	6.00	8.00
❑ **Complete set, Foil cards** (4)	30.00	40.00
❑ Individual Foil cards each:	7.00	10.00
❑ Case card		25.00

Star Wars Trilogy Complete Story cards (Topps)

	EXCLT	MINT
72 Widevision cards in this 1997 set distributed to the mass-market.Laser Cut cards were included.		
❑ **Complete set, regular cards** (72)	16.00	19.00
❑ Individual cards each:	0.20	0.30
❑ **Complete set, Laser Cut cards** (6)	35.00	45.00
❑ Individual Laser Cut cards each:	6.00	8.00

Star Wars Trilogy Special Edition cards (Topps)

	EXCLT	MINT
72 Widevision cards in this 1997 set distributed to hobby stores only. Hologram, Laser Cut, and 3-D cards were included.		
❑ **Complete set, regular cards** (72)	16.00	19.00
❑ Individual cards each:	0.20	0.30
❑ **Complete set, Hologram cards** (2)	14.00	17.00
❑ Individual Hologram cards each:	7.00	9.00
❑ **Complete set, Laser Cut cards** (6)	40.00	50.00
❑ Individual Laser Cut cards each:	6.00	8.50
❑ 3-D card		10.00

Star Wars Vehicles cards (Topps)

	EXCLT	MINT
72 cards in this 1997 set, along with Cutaway, 3-D art and case cards.		
❑ **Complete set, regular cards** (72)	25.00	30.00
❑ Individual regular cards each:	0.30	0.40

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Star Wars Vehicles cards *(cont'd)*	Exclt	Mint
❑ **Complete set, Cutaway cards** (4)	35.00	40.00
❑ Individual Cutaway cards each:	8.00	11.00
❑ **Complete set, 3-D Art cards** (2)	35.00	40.00
❑ Individual 3-D Art cards each:	17.00	20.00
❑ Case card	40.00	45.00

Star Wars Widevision cards (Topps)	Exclt	Mint

120 wide cards in this 1995 set, along with Finest cards.

❑ **Complete set, regular cards** (120)	35.00	40.00
❑ Individual regular cards each:	0.30	0.35
❑ **Complete set, Finest cards** (10)	90.00	105.00
❑ Individual Finest cards each:	8.00	11.00

Star Wars Widevision 3-D cards (Topps)	Exclt	Mint

63 wide 3-D cards in this 1997 set, along with Multi-Motion cards.

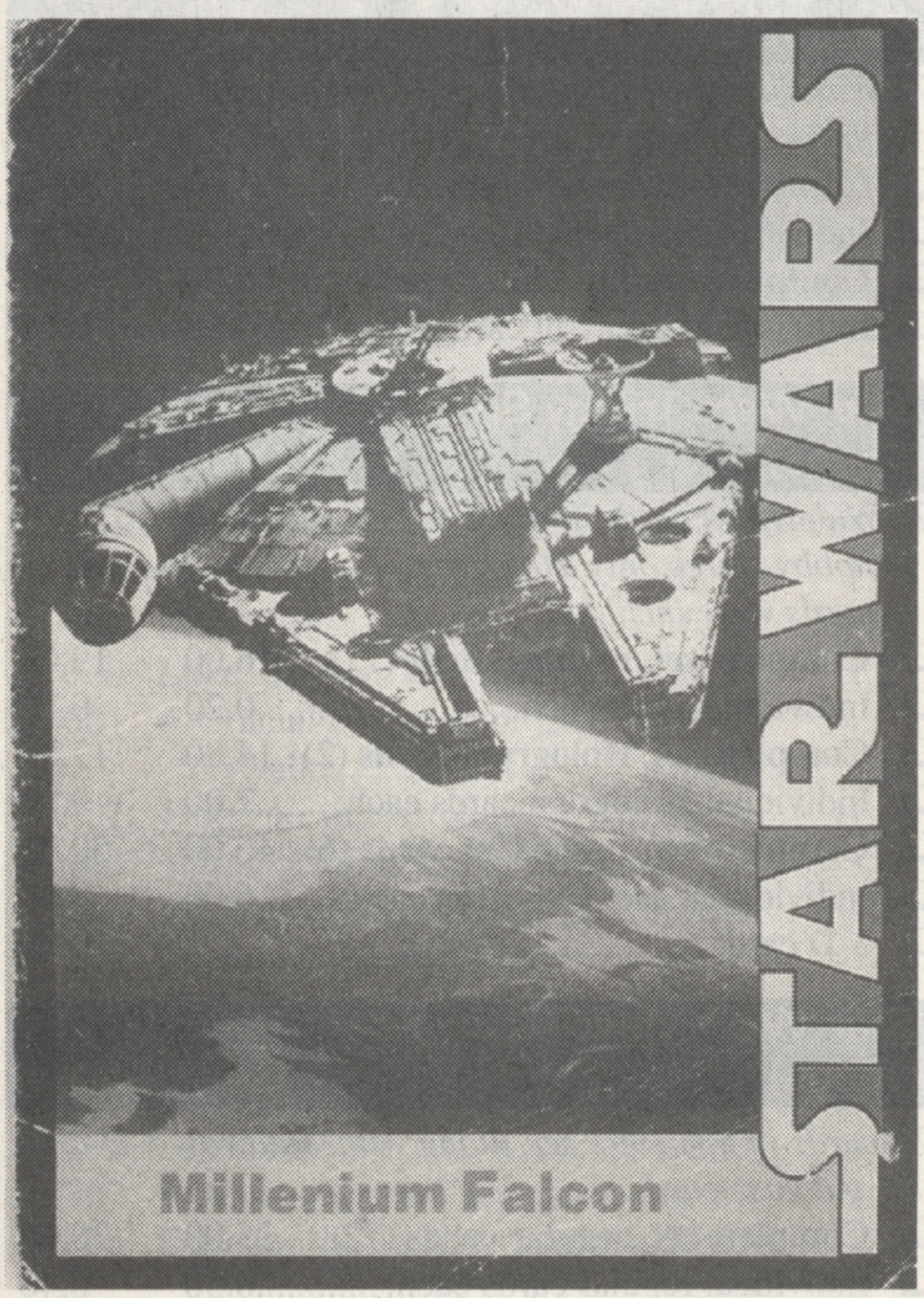
❑ **Complete set, regular cards** (63)	55.00	65.00
❑ Individual regular cards each:	0.80	2.00
❑ Multi-Motion card	40.00	50.00

Wonder Bread

Star Wars cards (Wonder)	Exclt	Mint

16 cards given away in bread loaves; released in 1977.

❑ **Complete set (16)**	28.00	35.00



❑ Individual cards each:	1.75	3.00

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If you're looking for advertisers buying and selling ***Star Wars*** *and other non-sports trading cards, consult these fine Krause weekly publications!*

Sports Collectors Digest — Voice for the Hobby

Comics Buyer's Guide

WATCHES

(Bradley)	Good	Exclnt	Mint
❑ C-3PO & R2-D2, digital, rectangular	30.00	45.00	65.00
1970s			
❑ C-3PO & R2-D2, digital	55.00	80.00	125.00
1970s			
❑ C-3PO & R2-D2, vinyl band	45.00	60.00	95.00
1970s			
❑ C-3PO & R2-D2, vinyl band, photo	30.00	45.00	65.00
1970s			
❑ C-3PO & R2-D2, digital, round face	45.00	65.00	95.00
1970s			
❑ C-3PO & R2-D2, digital, round, musical	70.00	100.00	150.00
1970s			
❑ C-3PO & R2-D2, white border, photo	45.00	65.00	95.00
1970s			
❑ Darth Vader, star & planet on face	45.00	65.00	95.00
1970s			
❑ Darth Vader, vinyl band	30.00	45.00	65.00
1970s			
❑ Darth Vader, digital	30.00	45.00	65.00
1970s			
❑ Droids, digital	30.00	45.00	65.00
1970s			
❑ Ewoks, vinyl band	30.00	45.00	65.00
❑ Jabba the Hutt, digital	30.00	45.00	65.00
❑ Wicket the Ewok	30.00	45.00	65.00
❑ Yoda	30.00	45.00	65.00

IT'S IN THE CARDS

TWENTY-TWO YEARS AND MILLIONS OF CARDS LATER, STAR WARS TRADING CARDS REMAIN A FORCE TO BE RECKONED WITH

by Don Butler

Caught up in the excitement of a film that came out of nowhere to become the most popular franchise ever, the rise in popularity of *Star Wars* cards can be traced to similarly humble beginnings.

In 1977, the world of entertainment cards was an odd landscape. Topps was the undisputed king of the hill, and its formula was simple: Dominate retail shelves with all four major sports and fill in the rest with entertainment cards, either from TV licenses (*Welcome back, Kotter, Charlie's Angels*) or its wildly popular parody series, Wacky Packages, which was up to Series 16 by 1977.

The opening shuffle

Prior to the kickoff of the 1977 summer movie season, Topps and the other entertainment card player at the time, Donruss, were approached by the representatives of an ambitious movie-maker. George Lucas wanted to generate excitement for his upcoming science-fiction movie with a card set.

But both companies were "Luke"warm to the idea of a *Star Wars* card series. "[Until 1977] we had not had a lot of luck with science-fiction cards," said Topps Vice-President Len Brown in 1995. "It seems incredible to say it today, but, back then, we really hadn't. We tried to do a *Star Trek* set and it didn't do that well. The feeling among some of the executives was, 'Science fiction doesn't sell; let's wait until the *Star Wars* movie opens [before we decide whether or not to acquire the license].'

"Well, of course, it opened phenomenally. And then, of course, we went after the license. That was one of the first times that we had the luxury of waiting until the movie opened, then putting the cards into production."

With that card series, Topps hit the jackpot. Movie cards, particularly science-fiction cards, became a more visible part of the company's product mix. (It would assume

*On **Star Wars**' potential:*

"Until 1977, we had not had a lot of luck with science-fiction cards. It seems incredible to say it today, but we really hadn't."

LEN BROWN,
Topps vice president,
speaking in a 1995 interview

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even larger proportions more than a decade later, when the direct market was at the height of its willingness to experiment).

Crafting the first set

It seems strange to say in hindsight, but nobody predicted the success of the movie. Since Lucas and company weren't totally overwhelmed with other concerns, as they would be a year or two later, Topps had absolutely no difficulty coming up with image for its first series.

"I remember they were very helpful," Brown said. "One of the things I'll never forget is I flew to California when we signed the deal for *Star Wars* and actually went to George Lucas' office to meet with him. This was maybe two or three weeks after the movie opened, and Mark Hamill was visiting George. I was introduced to Mark. When he heard I was from Topps, that's all he wanted to talk about, because he was a card collector.

"It was quite a day or two going through all their photo files. They were very cooperative."

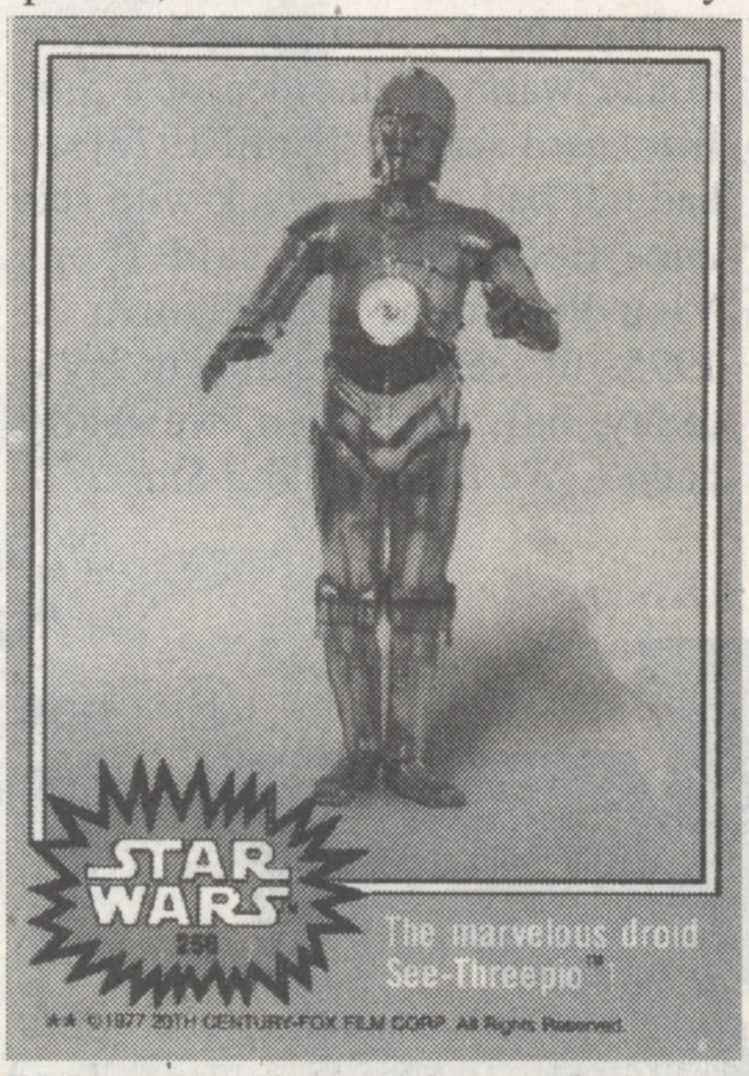
The *Star Wars* license revolutionized the entertainment-card business in another way. With that movie, George Lucas controlled all *Star Wars*-related material: the likeness of every actor from Mark Hamill to every face in a crowd scene to the movie's script. "That inaugurated a new age of licensing [for cards]," Topps West Coast Editor Gary Gerani said in 1996. In that era, Topps (or any card company) could purchase only the images for a particular license. The ability to summarize plots was an agreement that had to be negotiated separately with the show's writers. (This is painfully apparent in such sets as *The Outer Limits*, *Emergency/Adam 12*, *The Rookies*, and *The Waltons*.) With *Star Wars*, it all changed.

The legend grows

You can trace the growth of the license by glancing at the major releases through the years:

You'd be upset too if you had his skin condition. Sticker from ***Star Wars*** *Series IV.*

Star Wars Series I (Blue Series), 1977: These starry blue-bordered cards, released in mid-summer 1977, came in a wax wrapper that featured a drawing of C-3PO against a black background. The set of 66 cards and 11 stickers featured puzzle backs, a few cards with plot points, and scenes from the movie on the front. Since the stickers are far harder to find, their prices far exceed those of the cards. In most boxes, two card sets could be completed, while the same box may only have had one complete sticker set. Expect to pay two to four times more for the sticker set than for the card set. Unopened packs go for $10-$15, while unopened boxes run $375-$425.



Not the naughty card from ***Star Wars Series IV.***

Star Wars Series II (Red Series), 1977: Topps immediately realized it had a hit on its hands with the first series, so more images were culled from the Lucasfilm archives. The formula from Series I was used, and numbering continued on both the cards and stickers. (Wrappers this time out featured Darth Vader against a yellow background.) Unopened packs will run you $7.50-$12; unopened boxes fetch $250-$325.

Star Wars Series III (Yellow Series), 1977: Another series of 66 cards and 11 stickers, released in late fall 1977, again continued the numbering. Unopened packs, which feature R2-D2 against a purple background, go for $7.50-$12; unopened boxes command $250-$325.

Star Wars Series IV (Green Series), 1978: Issued in early 1978, the series has a noticeable dropoff in photo selection and quality, with more than a few publicity stills. It also features the most notorious variation in the entire *Star Wars* line: The first printing of card #207 features C-3PO with — well, let's call it something robots don't usually need. The droid's "appendage" was airbrushed out and re-released. (First printing of the card commands anywhere from $20-$50, and most complete sets feature the corrected version of the card.) Unopened packs, which feature Luke and Ben on a green background, go for $4-$8; an unopened box commands $150-$200. Cards are numbered #199-#264; stickers are #34-44.

Star Wars Series V (Orange Series), 1978: Though prices don't reflect it, this early 1978 series is

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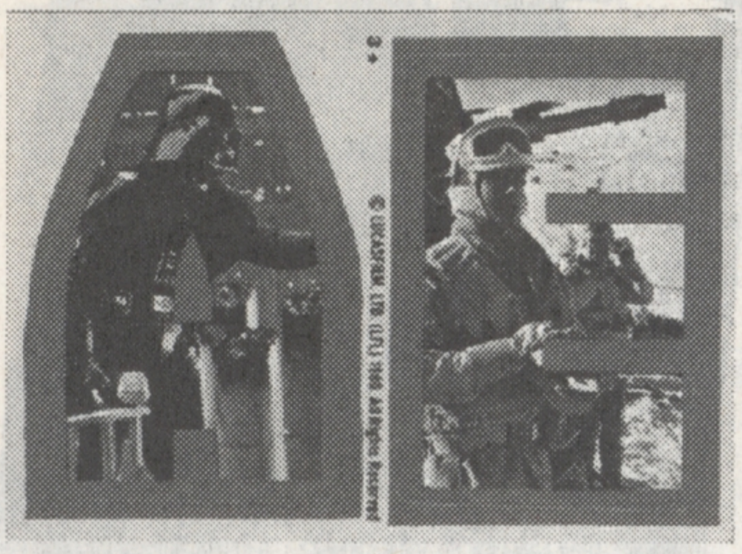
probably the most enjoyable of the original series, second only to the first Blue series. "We were scraping the bottom of the barrel. We told the story of the movie in Series I and we showed more pictures from the film in the next few series. We had to do more behind-the-scenes stuff with Series V," Brown said.

Though the move wasn't appreciated at the time, today's collectors get a kick out of the photos showing how the thrilling Death Star sequence was filmed. Collectors like this series for two other reasons: Far fewer cards were made, and it was the first series of *Star Wars* cards that Lucas allowed Cantina scenes to be used in. Cards were numbered #265-330; stickers were #45-55. Unopened packs (an X-Wing fighter is on the wrapper) sell for $4-$5; an unopened wax box can fetch $100-$150.

Premiums

Star Wars General Mills Stickers, 1978: These are cereal box stickers that measure an odd 3 1/4″ x 4 1/8″. While not technically cards, they're close enough and interesting enough to be compared to the rest of this series. Stickers were in four categories. Each had its own coloring on the logo, and there was one category per cereal line (including such nutritious fare as Lucky Charms and Boo Berry). Pricing is anywhere from $60-$100 for this set — if you can find it.

Star Wars General Mills cards, 1978: Also available in cereal boxes, the dimensions were slightly larger than the stickers (3 1/4″ x 4 1/2″). The strange size combined with an ultra-thin paper stock made it clear that General Mills didn't want these premiums to be mistaken for cards — although the backs make the claim that these *are* cards. Collectors could send away for a complete set — which came packed in a wallet with the *Star Wars* logo. $35 per set, $2 per single.



"Buy a vowel, Luke!
The Dark Side commands it!"
Stickers from
***The Empire Strikes Back** set I.*

Star Wars Wonder Bread, 1978: Wonder Bread's line of science-fiction cards also included *Battlestar Galactica* and *Close Encounters of the Third Kind.* A lot of unique images were featured in this set. Cards were simply packed without cellophane covers in 65 million loaves of bread; prices are decreased for cards with bread stains on them. Pricing is around $35 per set.

Topps Star Wars gum wrappers, 1978: Each of the gum wrappers (56 in all) unfolded to reveal theatrical posters. Too small to be cool, too strange to be a card. For completists only. Poor decollation in the boxes led to very few sets available. $150-$200 for a complete set.

A new film, new sets

Topps Empire Strikes Back Series I, 1980: A new wrinkle for Topps science-fiction cards: bookend subsets. The first features bios on each character (new for *Star Wars* cards); the last is made up of Ralph McQuarrie paintings (the first time these had been featured on a card set). The marketing of this movie far improved over the first one, as reflected in the varied Topps packaging efforts: Cards were also available in rack packs and blister packs. An unopened wax pack (Darth Vader with a red background wrapper) goes for $5-$7.50; unopened wax boxes will run $125-$150.

Topps Empire Strikes Back Series II, 1980: The first has specs for all the main spaceships in the movie; the second borrows the idea from the orange *Star Wars* set and shows behind-the-scenes shots of the Making of *Empire Strikes Back.* This series was also released in rack packs and blister packs. A wax pack (Darth Vader-blue background) will go for $3-$5; an unopened wax box will run $90-$125.

Topps Empire Strikes Back Series III, 1980: The first bookend features original art pieces of the main characters; the second is a combination of the end subsets from the first two sets, with more McQuarrie paintings and behind-the-scenes shots. This series had the lowest distribution of the three, so complete sets are harder to find. This series was not available in rack packs. Even with the smaller press run, an unopened wax pack (Vader on a yellow background) will go for $1-$3, while unopened boxes are $75-$100.

Topps Empire Strikes Back 5″ x 7″ cards, 1980: This set of 30 photo-sized cards features publicity stills of the cast. Backs feature a photo checklist. Cards came one per pack, and collectors who were paying attention could make out the card through the wrapper. (A test set with a description of the "action" on the front was also produced but is fairly difficult to find.) The set goes for $30-$35, while an unopened pack goes for $2-$3 and an entire box can fetch $40-$50.

Burger King Empire Strikes Back Burger King/Everybody Wins, 1980: Three-card perforated sheets contain decent *ESB* images on the fronts (36 cards total). Backs have only promotional copy. The set goes for anywhere from $12 to $25. More cards are found untorn from the perforations than cards that were torn apart.

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The end of the run?

Topps Return of the Jedi Series I (1983): Topps became a bit sloppy for its *Jedi* sets: unclear photos, dull backgrounds, poor picture choices. The difficult part of this series for collectors is putting together the stickers.

They were produced with two different background colors for each 11: 1-11 were yellow and purple, 12-22 were blue and red, 23-33 were green and orange.

Unopened pack (four different types, with either Luke, Darth Vader, Jabba the Hutt, or Wicket featured) run $2-$3, while an entire unopened box goes $45-$50. Cello racks were also produced for this series.

Topps Return of the Jedi Series II (1983): No real improvement over the first series. Topps may have realized the demand was slowing; the total number of cards dropped from 132 to 188, and this turned out to be the final series.

Numbering of the 88-card series went from #133 to #220, and the series of 22 stickers went #34-55. Unopened packs (again, four different wrappers — this time, Leia, Han Solo, C-3PO, and an Ewok) go for $2-$3; an unopened box is around $45-$50.

Topps Return of the Jedi album stickers (1983): Topps commissioned Panini to do this set of 180 different stickers. An unopened pack of five stickers goes for $2-$5.

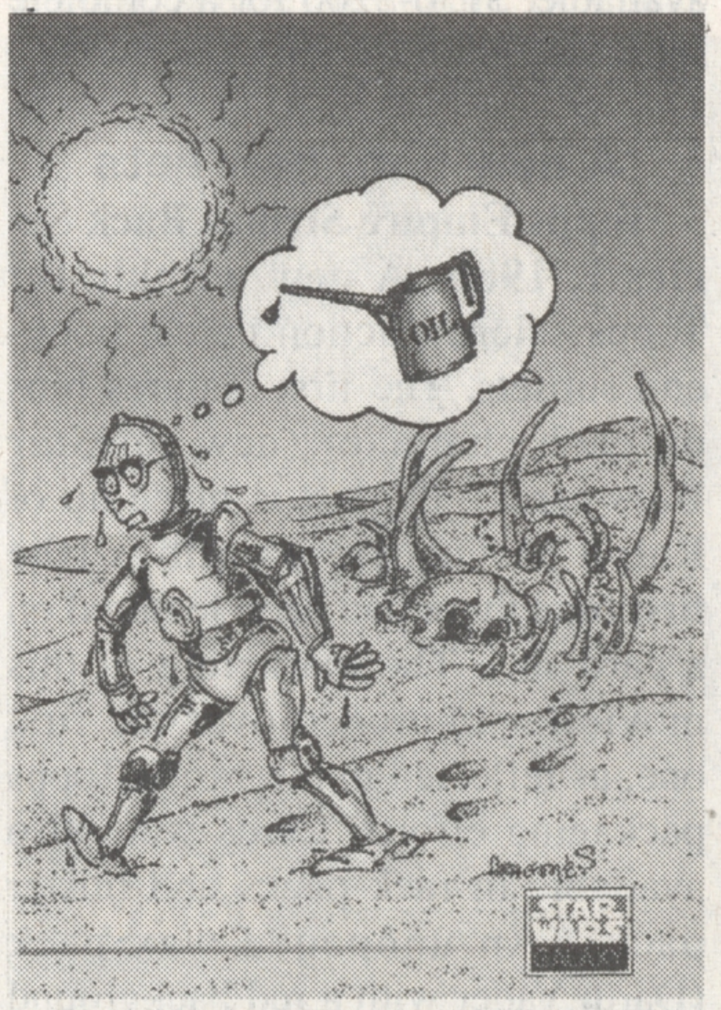
Kellogg's Return of the Jedi card-sticker set (1983): Only available in boxes of C-3PO cereal. Stickers peeled off to reveal different images on the card back, turning a 10-card set into a 20-card set. Far and away the coolest *Star Wars* premium offered, with clear, sharp images on UV-coated cardstock.

The price range is $40-$75 a set. (Prices on singles are less than half, if the stickers are removed from the cards.)

A new hope

Topps Star Wars Galaxy I (1993): A decade had passed between *Star Wars*-related sets, and the earning power and nostalgic flashbacks sent pulse signals to Topps to try something a little different.

"It was really a question of trying to find a creative way to bring *Star Wars* cards back or do a new *Star Wars* set that wasn't simply a rehash of what we did 15 years ago," said Topps' then-Marketing Director Greg Goldstein prior to the release of the set. "At the time, Topps had announced it would be going into the comic-book business, so we were talking to all these comics creators and artists. All of a sudden, it was like, '*Star Wars* … comic-book artists … wait a second.' "



A change of pace for Sergio Aragonés, this one from ***Star Wars Galaxy II****.*

This set also ushered in the promo card mentality that was beginning to grab hold of the entertainment card business as it had in sportscards the previous two years. To help promote the set, Topps made available four different nine-card sheets to distribute at shows, a different nine-card sheet for QVC, eight different single promo cards, two complete uncut sheets of all the cards, and uncut sheets of all six chase cards (as a mail-in giveaway). In 1994, Topps also produced a binder to hold three *Galaxy* sets and included a premium card: a Doug Medved painting of Grand Moff Tarkin.

Topps Millennium Falcon factory set (1993): A cheesy plastic *Millennium Falcon* contained the entire Star Wars Galaxy Series I and also included a Darth Vader hologram, one card #0 with Ken Steacy art, the chase cards (with different background!), and silver foil-stamped cards. Even this was turned into a promo item. Some boxes have a blue corner blastout that reads, "Press proof only — 1 of 500 available."

Topps Star Wars Galaxy II (1994): The focus of this series was, again, getting some of comicdom's best talent for the New Visions series. Although artists were generally given a free rein with the concepts they could interpret, some received specific directions. Kevin O'Neill said, "One of the reasons I picked the Scout Walkers was they said they wanted to vary the second series and have more machinery and technology of the *Star Wars* universe. The first series focused on the characters. They left it wide open to what I could do."

"They had a list of suggestions," said *Madman* creator Mike Allred. In commissioning all-new art

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with comic artists, sometimes Topps had to prompt the artists to use their imaginations with questions like: What do you think Boba Fett looks like underneath that helmet? Where did he come from? What was Jabba like when he was a young slug? The questions had the desired effects, but a few of the pieces created for the series had to be turned down — they were too close to events in the upcoming films. This series featured Jack Kirby's final piece of published art: an interpretation of Luke and Darth Vader.

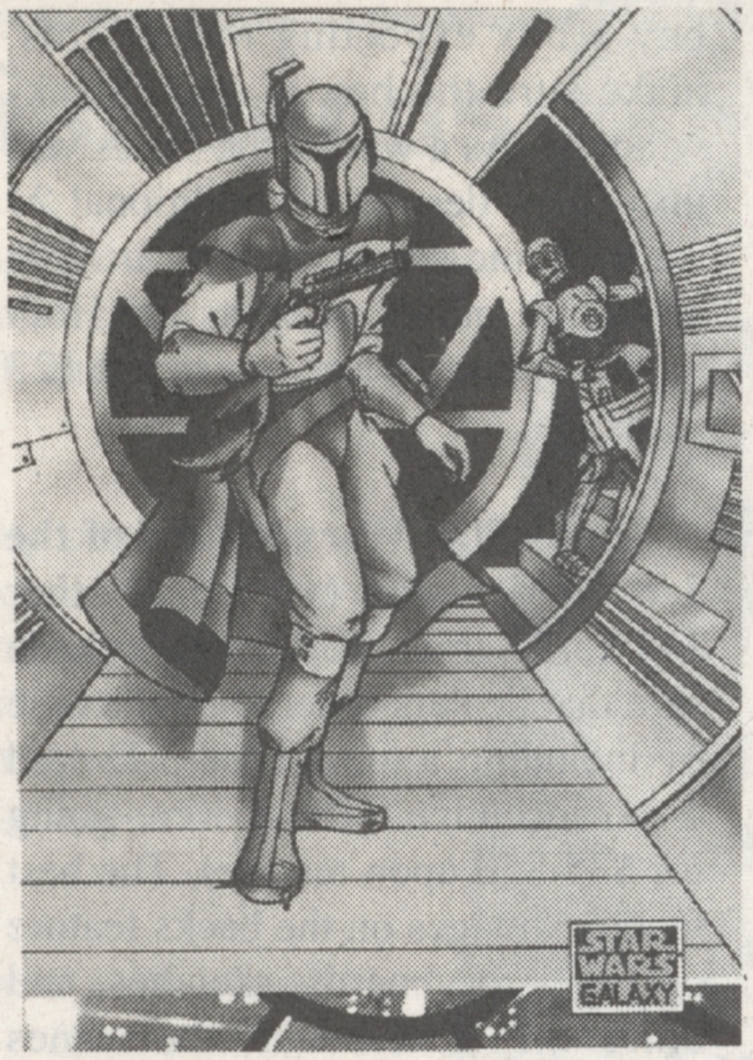
And, yes, another boatload of promotional cards was released. These cards proved to be the most notorious of all *Star Wars* promo cards ever produced (see sidebar).

Topps Star Wars Galaxy II tin set (1994): The factory set again included everything from the regular set, plus a hologram of the droids (based on a Boris Vallejo painting), a Darth Vader card #0 by Ralph McQuarrie, a Boba Fett promo card of SWG III, and a promo card for Widevision I.

Metallic Images Star Wars: A New Hope (1994): Twenty metal "cards" featured a head shot of all major characters and a brief profile on the back. The print run was less than 50,000 sets. Even though the tins were gorgeous, not too many collectors were excited by metal cards. In subsequent years, the company produced sets for *Empire Strikes Back, Return of the Jedi*, and *Shadows of the Empire*.

Kenner Star Wars Action Masters (1994-96): One of the quirkiest sets ever made. Cards were packed with die-cast metal figures of, not only the *Star Wars* heroes, but also figures of Aliens, Predator, Terminator, Superman, and Batman.

Topps Star Wars Galaxy III (1995): The focus shifted from commissioned pieces to art that appeared in other merchandising,



"Yeah, I was in the ***Star Wars Holiday Special****. Wanna make something out of it?" Cartoon Boba from* ***Star Wars Galaxy II.***

such as novels, comics, and computer games. "Galaxy III is subset- and theme-driven, rather than artist-driven," said Series Editor Gary Gerani when the set was released. Backs stayed away from artist bios and concentrated on the theme of the subset. Subsets included Joseph Campbell: From Camelot to Tattooine and New Visions (with such diverse artists as Gahan Wilson, Jack Davis, and storyboard specialist Crash McCreery).

The major drawback in this series was the huge number of chase cards, including the dreaded Mirror cards that despoiled the excellent Mars Attacks Archives and X-Files sets. Unlike the previous two series, no tin set was produced for SWGIII.

Topps Star Wars Caps, 1995: Released in spring 1995, this series tried to cash in on the pog craze that was allegedly sweeping the nation in the mid-1990s. This 64-cap series of 1 1/2″ thick circular cardboard caps featured photos and art from the original trilogy, as well as one "chase" cap per slammer and two slammers. The less said about these, the better.

1995 Star Wars Widevision I (1995): In early 1995, Topps fully intended to capitalize on the buzz of the soon-to-be-released videos featuring remastered scenes from the original trilogy, as well as new gossip that made it clear Lucas was finally ready to begin work on the prequels. Topps had an unqualified hit: an oversized series of cards that captured the grandeur of the movies with clear, uncluttered images and card backs that had storyboard sketches and other photos. Topps changed gears in a couple of other ways, too: It announced a print run of 4,000 cases and limited the chase cards to only 10 Topps Finest cards (1:11 packs). A binder, released a couple of months later, included a #00 binder card.

Goldstein said at the time,

"Nice view. Really nice… Now how do I get down from here?" A sylvan scene from ***Star Wars*** *Widevision.*

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"Scenes were made the same way a master of a film is made for laser disc. It's the same high-end equipment: a high-definition laser that's primarily used for the Japanese market.

"I found the publicity stills that are similar to certain scenes. It's funny to notice that, in certain scenes, the still photographer said, 'OK, guys, move in a little bit,' so they could fit the picture into the traditional format."

Topps Empire Strikes Back Widevision (1994): Arguably the best movie from the trilogy warranted 24 more cards than the original series, plus a production run around the same as Series I (4,000 cases).

"The first thing you do is review the film and make a determination on where and what the key scenes are," Goldstein said in 1994. "We recognized we had a lot more scenes this time, so we increased the size from 120 to 144."

The execution was great, but there was a major cherry-picking problem with the chromium chase cards (1:18). Let's just say it was easy to determine whether a pack contained a chromium card. As a result, if you went to practically any mass retail outlet and found two packs from a box missing, it's a good bet somebody cracked the simple code and grabbed the only two packs with chase cards. If you buy a box expecting these cards, make sure the box is still shrink-wrapped. As a whole, the series was uneven — despite the additional 24 cards. Some scenes weren't used at all, while others, such as the Hoth battle scene, were overused (23 cards).

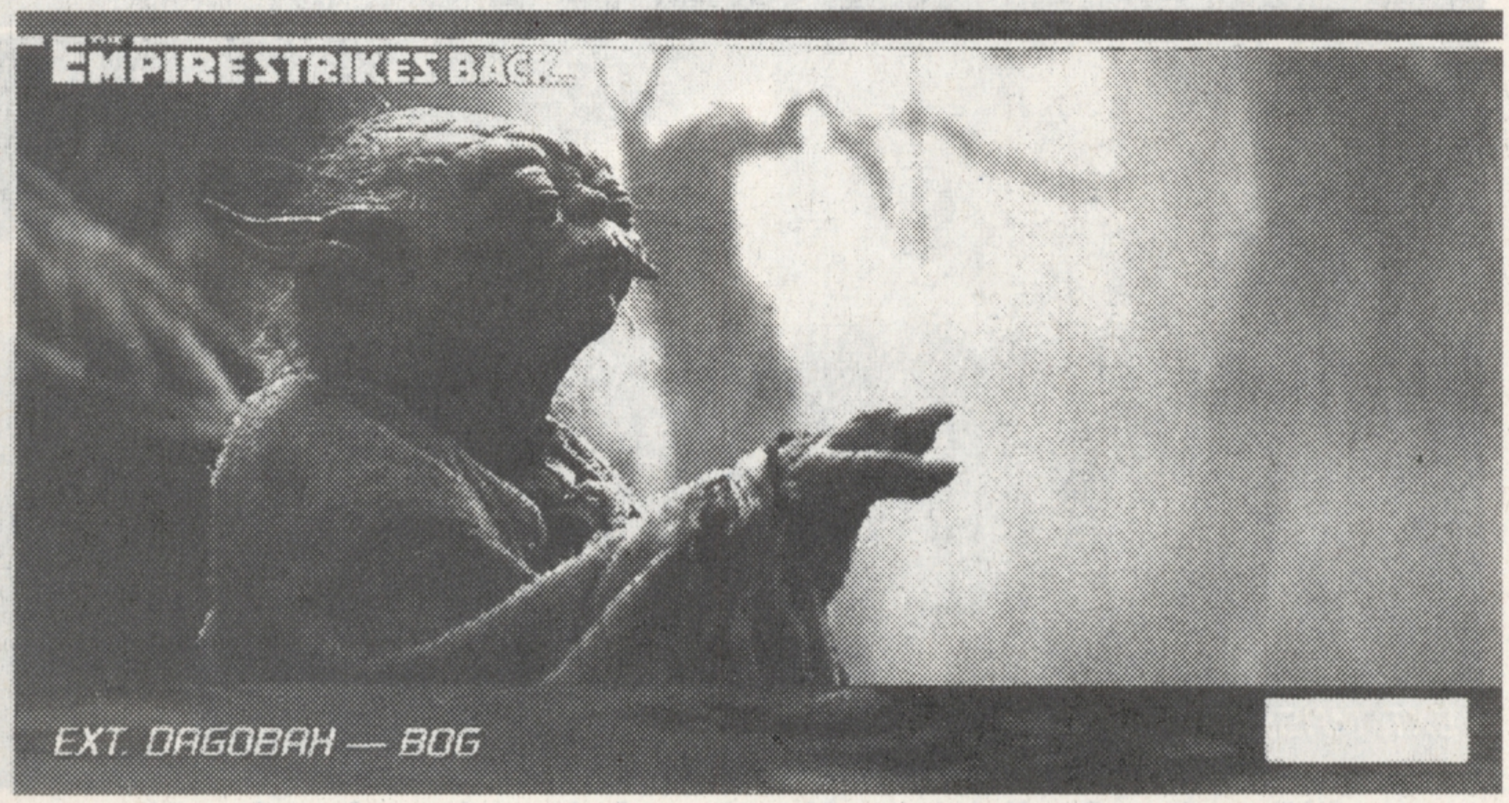
Topps Star Wars Return of the Jedi Widevision (1995): Another 144-card series. Topps again made sure that dealers ordered by the case by including a top-loaded 3-D card as an incentive. (These were going for $35-$50 upon release). The best feature: Images on the backs feature original storyboards, sketches, and other ultra-cool behind-the-scenes stuff.

Topps Star Wars MasterVision (1995): This was probably the least impressive of the Topps *Star Wars* releases. This set of 36 oversized cards (roughly 6″ x 10″), which followed in the footsteps of FPG's Colossal Card entertainment sets, simply did not appeal to any but the most hardcore *Star Wars* collectors. The high SRP translated to a complete set price of around $45 for the artwork-based set.

Topps Star Wars Finest (1996): Better late than never for high-end *Star Wars* cards. Following the lead paved by Fleer's 1995 Flair series, which incorporated a little technology with a very high price, Topps presented a 90-card character guide (including characters who'd never before appeared on cards) from 10 major players in the comics industry (including Christopher Moeller, Joe Chiodo, Tony Harris, and Den Beauvais) that featured chromium etching. Each front featured art of a single character; backs had a biography by Andy Mangels. Chase cards included a six-card scene on embossed foil by Dan Brereton; for the four-card Topps Matrix series of chase cards, Ray Lago painted a two-card set of Han-Chewie and the Emperor, while John Van Fleet added cards of R2-D2 and Boba Fett. Each case included a MasterVisions card featuring all six Brereton images in Topps Matrix format; each box included a Shadows of the Empire promo card. The cards hit in May 1996.

Topps Star Wars: Shadows of the Empire (1996): This series featured 90 paintings by brothers Greg and Tim Hildebrandt, based on the 1996 Steve Perry novel (which takes place between the events of *Empire Strikes Back* and *Return of the Jedi*). The set is numbered 1-100 but features only 90 cards. Chase cards are numbered 73-82.

Recommended by Gerani to be the ideal illustrators for the ambitious "merchandising without a movie" campaign, the Hildebrandts — renowned fantasy painters whose work is featured in four Comic Images sets — began work in late 1995, working from Perry's script to visualize scenes and hammer out thumbnails for Lucasfilm to approve. "We wanted to have a balance of exteriors, interiors, close-ups, medium shots, and long shots," Greg Hildebrandt told *Star Wars Galaxy* magazine. When the Hildebrandts were ready to paint, they brought in costumed models posing in the exact position of the thumbnails. The set was completed within a year. Card backs were written by *Star Wars Galaxy* Editor Bob Woods.



You'd be amazed the money he saves on valet parking.
Yoda in action in ***The Empire Strikes Back*** *Widevision.*

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Controversial cards

While the only truly notorious standard *Star Wars* standard card is the C-3PO #207 card, two promo cards appeared prior to the release of Star Wars Galaxy II that fascinated collectors:

• An unnumbered promo card (reproduced in the set as #266) features a Jim Starlin rendition of four bloodthirsty Ewoks attacking a Stormtrooper. The promo card features an Ewok clinging to the guy's neck and about to use a knife. Lucasfilm apparently didn't approve of the violence, so in the standard set, the Ewok appears without the knife.

• The biggest *Star Wars* controversy dealt with the 1995 Star Wars Galaxy II P3 promo card, which featured a group of Yodas kneeling at the Buddha-like statue of another Yoda. Painted by John Rheume, test samples of the card (reportedly under 50) were created but were not approved by Lucasfilm. Prices for the card ranged from $200 to $500.

Topps Star Wars 3D Widevision (1997): Not a whole lot of collector buzz about this set. That was compounded by decollation problems that led to exchanges with Topps for different cards, a practice that had only been used for Mars Attacks Archives and Universal Monsters.

Topps Star Wars Trilogy Widevision (1997): Two completely different sets were produced in conjunction with the release of the remastered trilogy. The hobby version was known as Star Wars Trilogy Special Edition Widevision and featured 72 cards of all new scenes (60 for *A New Hope* and six each for the sequels). Chase cards include six laser-cut, two holograms, and a 3-D card per box.

The retail set, Star Wars Trilogy Widevision, also featured 72 cards, but Topps dedicated 24 cards each to the three films. This retail series was only distributed in America. The six laser-cut chase cards are different from the ones in the hobby edition.

(A bilingual Canadian version was also apparently produced, and Kellogg's also produced a test set of three 5″ x 7″ 3-D cards to tie into the trilogy.)

Topps Star Wars Vehicles (1997): This 72-card series features vehicles from all *Star Wars* media: movies, comics, books, and more. Fifty card fronts feature art commissioned specifically for the set; backs feature stats and specifics about each craft. Backs were written by Bill Smith, a former *Star Wars Role-Playing Game* editor-writer for West End Games and the author of *The Essential Guide to Star Wars Vehicles and Vessels*.

The 50 cards were illustrated by Top Cow Studios artists including Marc Silvestri and Brandon Peterson. Beyond the 50 cards are nine cards with battle specs, a three-card subset featuring the *Falcon*'s inner mechanisms, eight character cards, and a checklist. Chase cards included four cut-away cards with an acetate overlay, (1:11), two 3-D vehicles (1:36), and one redemption card (1:360) that could be exchanged for a 3 1/2″ x 5″ 3-D version of the Chris Moeller art on the redemption.

Topps Star Wars Chrome Archives (1999): Basically a high-end reprint (the five-card packs have an SRP of around $3) that features 30 cards from the 1977 *Star Wars* series, 30 from the 1980 *Empire Strikes Back* series, and 30 from the 1983 *Return of the Jedi* series with chrome treatment. Chase cards include nine double-sided chrome insert cards that reproduce the stickers from the three sets with a nine-piece puzzle of a Hildebrandt *Star Wars* painting on the backs (1:12 packs) and four clear chrome cards of the main characters (1:18 packs).

"Think of this series as an appetizer before the upcoming main course: the Episode I card set in May," said Topps' Jerry McCarrick. "We hope collectors will share in this generational rite of passage with their children. Those of us who thrilled to viewing and collecting these cards from 1977 to 1983 can share the fun with our sons and daughters." ❖

***Don Butler** is the former entertainment price guide coordinator for Krause Publications and former editor of **Cards Illustrated**.*

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SOLO SPEAKS!

While the major STAR WARS stars rarely speak with the collector press, HARRISON FORD did... in the days leading up to the orginal film's release!

***Star Wars**, the smash hit of the millennium, came out of nowhere, right?*

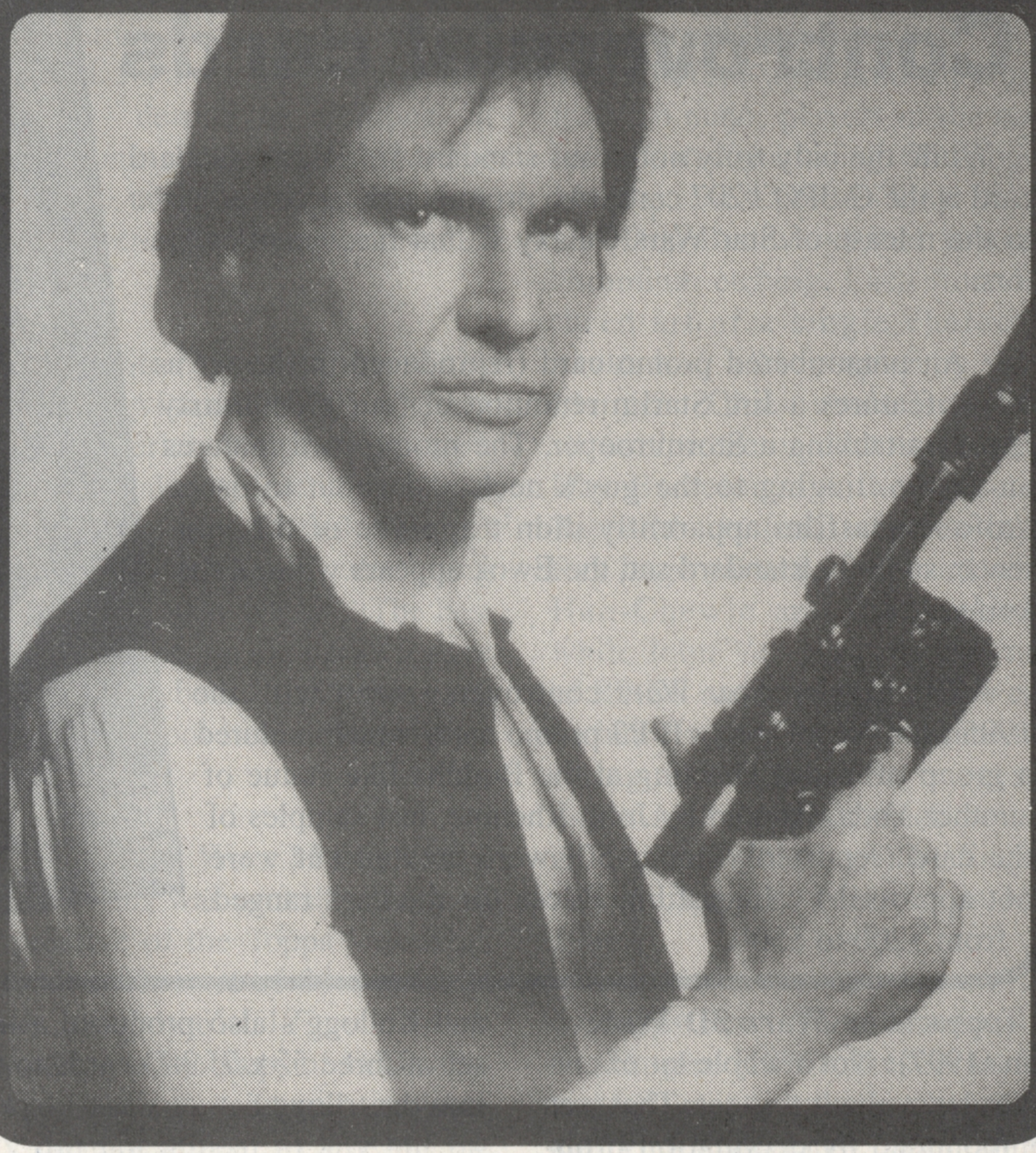
*Not if you were a reader of **Comics Buyer's Guide!***

Its media column alerted comics fans to the upcoming film way back in issue #97 (Sept. 26, 1975).

*And **Logan's Run** was still in the theaters when news of Marvel's plans to adapt the film appeared in issue #139 (July 16, 1976).*

*Readers got the full scoop the month **Star Wars** came out, as Publisher **Alan Light** ran the full contents of the film's media kit.*

*And celebrity interviewer extraordinaire **Shel Dorf** helped comics fans get up-close and personal with **Harrison Ford** — years before he became Hollywood's biggest box-office draw — in the feature reprinted at right!*



***The Buyer's Guide** #185 introduced Harrison Ford (and Han Solo) to comics fans with the above still from the **Star Wars** media kit.*

by Shel Dorf

*[This interview, conducted before **Star Wars**' release, originally appeared, in somewhat different form, in **Comics Buyer's Guide** #185 (June 3, 1977). Tangentially, it should also be noted that 1,003 issues later, in issue #1188, Editor Maggie Thompson interviewed Ford's fellow **Star Wars** cast member Mark Hamill (about his Dark Horse **Black Pearl** mini-series).]*

Well, here I am inside Universal Studios. Every so often I leave my little beach town and journey to Hollywood to pick up the newest action. The reason for this trip was to meet with my friend Charles Lippincott, who is ably assisting George Lucas on promotion for the new film *Star Wars*. Charlie's office is on the Universal lot, so I got to see something other than the guided tour that the tourists take (a very good one, by the way).

Naturally, when one walks through a movie lot, the first thought is, "Who will I see?" As it turned out, I did see Marty Feldman, who held the door for me going into the "black tower." He looks younger in person and is really a friendly guy.

In Charlie's office I ran into a bit of luck. One of the stars of the film dropped by for morning coffee. I borrowed a tape recorder and, flying blind because I have not yet seen the movie, did the following interview.

On acting

Shel: *Good morning, Harrison Ford! It's good to see you.*

Ford: Good morning. It's good to be seen.

Shel: *Are you a New York actor or are you Hollywood-trained?*

Ford: Actually, I'm from Chicago. I came out here 13 years ago, so, if I'm trained at all, I guess it's Hollywood-trained.

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Shel: *How long did you work on the film* ***Star Wars****?*

Ford: About three months. We shot it in England.

Shel: *How did you prepare for the film?*

Ford: I read the script a lot of times and always got a good night's sleep.

Shel: *Whom did you study under?*

Ford: I've studied under everyone I've met. I don't find myself comfortable in a classroom situation. I need to have it right in my face. Perhaps that's why it's taken me 13 years to get where I'm at.

Shel: *That makes a lot of sense. You have to get to know the character you portray —*

Ford: I was talking in general terms about studying the business of acting. It has taken me 13 years to get where I'm at now, and I have no idea how much further there is to go. I felt competent and capable the first day I went at it, and I still feel the same, but I know I am 13 years better at it.

Shel: *What was your reaction when you saw yourself for the first time on the screen?*

Ford: It scared the hell out of me.

Shel: *Was it what you thought you were doing?*

Ford: Of course not. No.

Shel: *You know, the average person thinks that you just have to be natural to be up there, because everyone looks like real people.*

Ford: That's not how you tell a story.

Shel: *How* ***do*** *you do it?*

Ford: Well, the first thing you do is pick out those elements in the story that are a part of your experience — that you relate to easily — and then try and stretch for the rest of it. I need to understand what the idea of something is before I can get to the part of myself that produces the energy necessary to perform an idea. You know what I'm talking about?

Shel: *Sure.*

Ford: And that's why acting is not just getting up in front of a camera and being yourself. You have to perform an idea. You have to heighten the moment, and it's much different than sitting down and writing a book or talking to your friends or acting on a stage even because the camera is right there in your face. And if you're lousy, it just sits there. And there you are, 40 feet high, and it says, "Lousy, lousy, lousy, lousy," till you stop. So it's a matter of psychology.

Shel: *They teach all of this in acting class, and yet you rejected it or you weren't interested in this approach.*

Ford: I didn't believe it. What they do in a class is very valid. There are a lot of things you can learn in class, like technique — how to deal with the mechanical aspects of filmmaking — how you have to present something to the camera.

They can teach you how to act. They can teach you how to represent an emotion — how to make it accessible to an audience. But they cannot teach you how to fill yourself, and that's what I needed to learn.

Shel: *The empty vessel idea of an actor?*

Ford: I don't know. I don't think an actor is ever empty, but I think you have to empty part of yourself to receive a character.

Shel: *I find your approach to acting unusual. How many times did you read the script before you felt that you knew your character?*

Ford: I never felt that I knew my character until I saw everything that was going to be around him, how the other people were going to be, and what the tempo of the thing was.

Shel: *So, once you get into a project, you don't know how you function in a role until you see how you relate to all the other people in the story.*

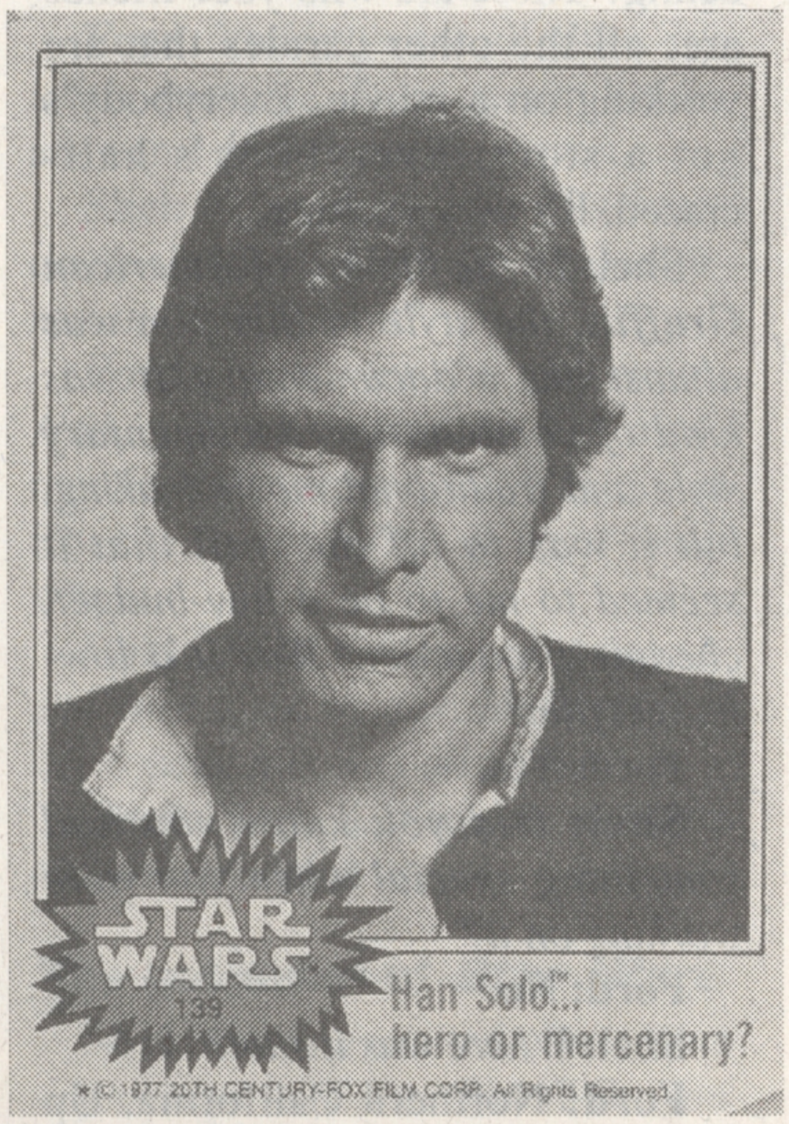
Ford: I think that's probably true. Yes.

Shel: *And you can't do this in a classroom?*

Ford: You're dealing with a classroom situation dynamic. You're dealing with a teacher. You're dealing with all of the society of a class, which is not of the character of the society of a movie.

Shel: *To do your best work you have to be on camera? You have to know that there is film shooting?*

Ford: That's the way I work. I've just finished a film, and halfway through it the director told me he had a hell of a time hiring me — that he had to have me back four times in his office because I



On ***Star Wars****' potential:*

"It's probably going to be a big box office, and that can help me. It is a pleasure to be associated with the people in this particular film. I think they care a lot about what they're doing."

HARRISON FORD, soon-to-be trading-card star, May 1977

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wouldn't act for him. And I told him that I wasn't going to act for him, but he didn't believe me. I need to do it for the money. I am, even after all this time, so much embarrassed by the process that I need to do it fully to the minute.

Shel: *We just saw Bette Davis honored by the American Film Institute for her career as a star who did character roles. She took a character and developed individual personalities. Do you have any desire to produce a gallery of different characters in your career, or do you see yourself as one basic type?*

Ford: No. My experience so far has been with a range of different characters. I have never been, until now, placed in the category of the kind of person who is known as a leading man or something — a simplified kind of character concept.

Shel: *What are some of the roles you have enjoyed doing, Harrison?*

Ford: I just finished playing a Vietnam veteran who was ruined by the war. *[1997 note: Actually, it was 1977's* ***Heroes*** *with Henry Winkler and Sally Field.]*

Shel: *Did you take that home with you at the end of the shooting?*

Ford: No, I get it off right there. But it takes a long time to get there.

Shel: *I imagine once you do get intense about the character, it would be hard to get out of it.*

Ford: I'm not intense about the character. I am intense about the work. It's very clear to me that I am not the character that I'm playing. I am intense about the process of work. When the process begins, I want complete concentration and full efficiency from everybody around me.

Shel: *You have no patience for people who are not giving as much as you're giving?*

Ford: Yeah.

Shel: *You're going to have a very difficult time of it.*

Ford: No, not really.

Lucas and *American Graffiti*

Shel: *How did you get the part? Did you audition for it? Did you do a test before they selected you for the role? Obviously, it was a very important role. You had to show them something.*

Ford: I worked for Lucas before. And I worked for Lucas' friends and they know my work, but I don't know what made them decide to hire me for the part.

Shel: *I seem to remember you from* ***American Graffiti****. Did you have a role in that?*

Ford: You're one of about nine people who remember me. I was the guy in the white hat, remember? The guy in the black '56 Chevy.

Shel: *Was that your first film?*

Ford: No, no. How long ago was *American Graffiti?* '73? Four years ago. I probably have done parts of 15 other films before that.

Shel: ***American Graffiti*** *was the kind of film which we were just discussing, where these people look like people who were found at a drive-in and put on the screen. Just be yourself and act. That's not the way it was done, though.*

Ford: No, of course not. Chaos. You're talking about a circus.

Shel: *It was very believable.*

Ford: Of course, it was. That's the way it was planned.

Shel: *Tell me about the circus part of it.*

Ford: About the circus part of acting? Those are who your friends are: all the other carnies that are working on a movie. Everybody's got a story. Everybody's half-crazed. It's very exciting…

Shel: *In the filming of* ***American Graffiti****, the style of this film was almost like a documentary. It was kind of combination documentary style and traditional movie making, but it was so off the wall that it seemed to me to be a low-budget, cheapie production.* ***Was*** *it a low-budget film?*

Ford: Yes.

Shel: *Did you know you had something special when you were working on it?*

Ford: No.

Shel: *Where was it shot?*

Ford: Northern California. Up around San Rafael — Petaluma.

Shel: *Is the area still very much like that?*

Ford: Yes it is. I just came back from shooting this other picture there.

Solo's dialogue

Shel: *What were the most takes you've gone through to get a scene just right?*

Ford: Eighteen.

Shel: *Can you describe that scene?*

Ford: Yes. It was the scene in which I had to say. "It will take a few minutes for the navi-computer to calculate the coordinates."

Shel: *Why did it take so long?*

Ford: Because it's [contrived] dialogue. It's from *Star Wars,* and I threatened at that point to tie George Lucas up and make him repeat his own dialogue. This is one snatch of dialogue from a scene that runs about five minutes and which was played under chase conditions. It's a scene of sustained pace. There's a chase, and there are things happening, and it was all done without the special effects so that you could see them.

Shel: *Your character wouldn't be controlled enough to say the dialogue exactly that way?*

Ford: No, it was a technical problem. It was a matter of getting the words out. It was about a five-page scene, and I blew it about four or five times, and then I got really ticked off at myself. It took me about four or five takes to come out of that, and then we got it.

That was the most takes I've ever done. I'm usually about a four-take actor, and they end up printing the first and the last. The first one is usually right on but spoiled in some technical way. And the second two are an attempt to get back to the spontaneity of the first one.

Shel: *Are you good at memorizing lines?*

Ford: I'm dynamite! No, I don't memorize them exactly, though.

Shel: *Have you ever done any live TV?*

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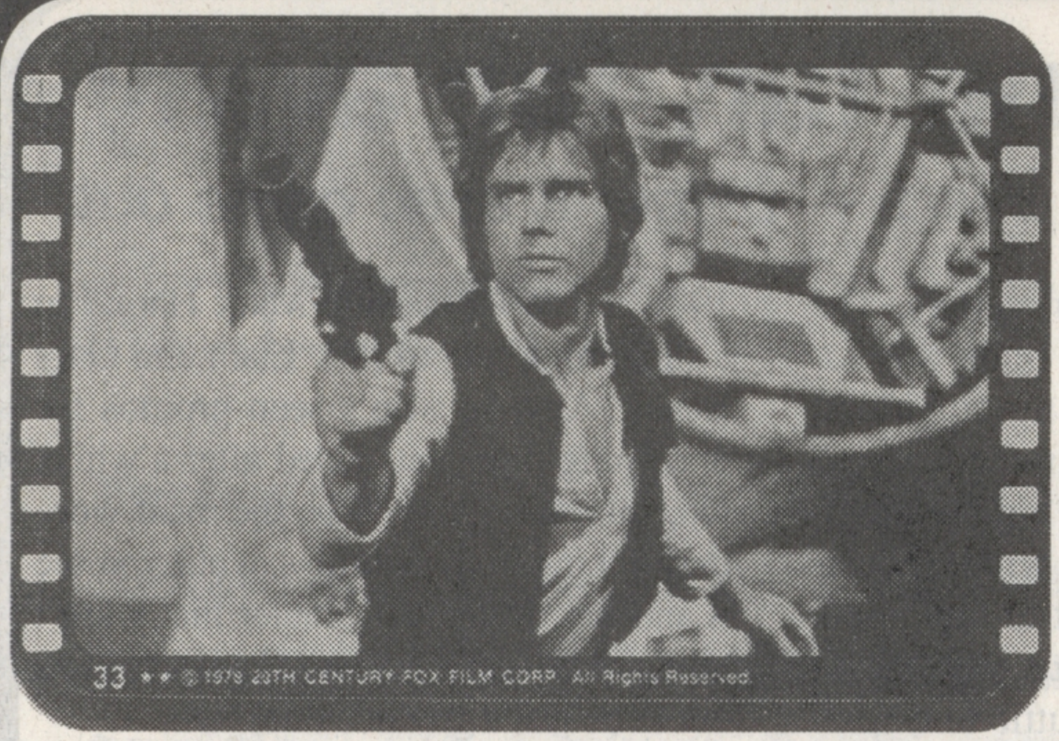

*On **Star Wars**' techno-speak dialogue:*

"It took 18 takes to get through the scene where I said, 'It will take a few minutes to for the navi-computer to calculate the coordinates...' I threatened at one point to tie George Lucas up and make him repeat his own dialogue. "

HARRISON FORD,
soon-to-be sticker star, May 1977

Ford: No. I've done a show called *The Court Martial of Lieutenant Calley,* which was almost like live TV because it was three-camera videotape, and they edited it while they watched it.

Shel: *You had teleprompters?*

Ford: No.

Shel: *Then you committed the script to memory?*

Ford: Yes.

Shel: *Have you done any Broadway acting?*

Ford: No.

Shel: *Do you want to?*

Ford: I really don't care.

Shel: *Have you done any live theater?*

Ford: Yes, but only before I came out here. That's what makes you want to become an actor: summer stock in Wisconsin. Five shows in three months, but all nonsense.

The plot of *Star Wars*

Shel: *Do you read any science fiction?*

Ford: Nope. But I have no prejudice against it.

Shel: *You don't have much time for leisure reading?*

Ford: I do, actually, but I don't get into reading.

Shel: *Without giving too much of the plot away, can you tell me a little bit about the character you play? What is the character's name?*

Ford: His name is Han Solo. All I can tell you about him is that he knows his lines.

Let me explain something. This guy came to interview me in London from BBC. I walked off a set at lunchtime and he was right there in my face with a microphone, and he said, "What's this picture about?" And I sat there with this microphone in my face and realized I didn't know what the picture was about. And, worse than that, I knew what it was about in my head.

I never had been faced with the responsibility of articulating what the thing was about. And, besides that, it is neither my responsibility nor my privilege to say what it is about. George said what it was about us. Now, he's going to take the whole picture and put it in front of people, and *that's* what it's about.

Shel: *Well, obviously the reporter didn't do his homework or he would have known a little bit about the picture. I haven't done my homework either, so I have to ask you the same question.*

Ford: You guys are all alike. It's a fair question, if the person has an answer. I don't have an answer.

Shel: *What does your character do in the film? Does he have a romantic involvement?*

Ford: He drives the spaceship. And, yes, of course, he has a romantic involvement, but I'm not at liberty to say what it is or with whom.

Shel: *That's very provocative. I'm sure after we see the film we'll know what this was all about.*

Ford: Yeah, a Wookiee romance is never admitted to.

The potential of *Star Wars*

Shel: *Are you excited about your association with **Star Wars**? Do you think it will help your career? Do you have a chance of becoming a major star when this film breaks?*

Ford: Some of the above. Yes, I will agree with some of the above. I think it is probably going to be a big box office, and that can help me. It is a pleasure to be associated with the people in this particular film. I think they care a lot about what they're doing.

Shel: *What do you think this film is going to do for you? What do you **want** it to do for you?*

Ford: I want it to get me another job, that's all.

Shel: *How many actors are there in Actors Equity who aren't working? A lot of them?*

Ford: There are about 25,000 members of the Screen Actors Guild.

Shel: *So I would say, from the input you've had in your career, you are at least starting to see some results, and it must be a very satisfying thing to be able to practice your craft.*

Ford: I started to see results from the beginning. I promise you, I wouldn't have stuck it out if I didn't know, 13 years ago, that, if I *did* stick it out, I would eventually be able to make my living doing what I want to do.

Acting gives me the opportunity to get off — to use my mind and to use my emotions and to get off — and to make money and to have freedom.

Shel: *I want to thank you very much for spending your time with us.*

Ford: It's been my pleasure. ❖

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It was long ago... and far, far away

How science-fiction fans warmed to Star Wars — before it even came out

by Maggie Thompson
Comics Buyer's Guide Editor

Back in August 1976, our family wasn't thinking about movies. We were four tourists who'd never been to California: Father Don, Mother Maggie, 9-year-old Valerie, and 4-year-old Stephen. Don and I had been invited to be Fan Guests of Honor at the annual San Diego Comic-Con — which was, and remains, the focal convention event of the year for the comic-book world.

"Imagine," Charlie Lippincott said to me in the summer of '76, "a science-fiction movie where everything *isn't* brand new."

I wasn't thinking about movies the evening Don took his turn with the kids in our hotel room, and I was free to roam the hotel in search of old friends. My jaunt was cut short when I came across a buddy who'd been part of one of our longest friendships in comics: Roy Thomas.

Now, Roy's name may not be well-known to folks whose focus is on the big screen — despite the fact that he's long been involved in movies, handling writing associated with *Fire and Ice* and *Conan the Destroyer* — and, if you're looking for movie trivia, you might enjoy knowing that he's the author of the fictitious comic-book Michael Caine is drawing in Oliver Stone's 1981 *The Hand*. But that was still to come — as was a film called *Star Wars*.

When I came across him, Roy was hanging out with a guy named Charlie Lippincott and asked if I'd like to join them. Seems they were both involved with a film that was scheduled for release nine months after this show — but what they were planning that August was kicking off a word-of-mouth campaign for that film.

Charlie was in charge of promoting the movie — and promote it he did. The more he talked about it, the more intriguing it got.

"Imagine," he approximately said (keep in mind this was 23 years ago, so I'll write it the way it has stayed in my mind), "a science-fiction movie where everything *isn't* brand-new."

That was unusual, for starters. The industry standard for SF films was for gleaming rockets, shining corridors, glistening robots, all ingredients fresh off the assembly lines. We'd seen *Destination Moon* in 1950, with its just-manufactured first rocket to the moon. We'd seen *2001: A Space Odyssey* in 1968, with a polished shuttle to a spotless space station to a freshly produced spaceship to Jupiter. Even after three years of its five-year mission had ended in 1969, the custodial crew of the starship *Enterprise* had kept its corridors swept and its viewscreens spotless. Now Lippincott was suggesting, "Think of a beat-up spaceship. Think of second-hand robots. Think of people bored with living on other planets, because they're used to it."

Not bad for starters. It sounded like a change of pace for the field.

Roy and Charlie were putting together a presentation for the next day: a slide show mostly consisting of neat paintings of the movie that was to come. They looked enticing, from what could be discerned holding the slides to a lightbox. Hmm, the project looked even more interesting: And then Charlie started dropping names like Obi-Wan Kenobi and Han Solo: each, in turn, different enough to strike no identifiable chord but somehow stick-in-the-brain memorable.

The San Diego con was a natural site for the promotion, and Roy was involved because of his connection with Marvel Comics: He was going to help put together the comic-book version of the movie, including editing and writing — and, with luck (and hoped-for fan support), an ongoing series.

So we sat by a lightbox and played with slides to go in the projector's carousel and discussed the project. I hadn't seen Lucas' 1973 release, *American Graffiti*, but *The Texas Wheelers* had been one of our favorite TV shows for the fleeting weeks it had run on ABC in 1974 and 1975, starring Mark Hamill in a supporting role to Jack Elam and Gary Busey. Anyone who's seen promos for upcoming films gets jaded after a while. Oh, sure, it's going to be the most wonderful thing in the world — until you see it and discover the character that wasn't going to be just a guy in a duck suit turns out to be just a guy in a duck suit.

So you take such advance buzz with the proverbial grain of salt.

And Charlie revealed that this *Star Wars* project he was promoting had been — and was continuing to be — incredibly expensive. They'd known it would be. They'd worked it out, and it *could* break even — but only if it took in as much money as the classic *2001*. And *2001* had required *more than five years* to take in that much money!

Still —

Judy-Lynn del Rey, who had come to Ballantine Books in 1973, had been impressed enough with the project that she'd agreed to publish the novel of the film. And, if things went well, there might be a *Making of Star Wars* book.

By the end of the convention, Don and I had arranged with Charlie to visit him in the *Star Wars* office — which, though the film was from 20th Century Fox, was located on the Universal lot. The office was on the second floor of a row of bungalow offices, reached by an outside flight of steps. In that office, we saw the original carhop painting for the *American Graffiti* poster leaning to one side — but our focus was on Charlie and his slew of black-and-white photos of the vast assortment of characters in the film. As we admired the inventiveness and variety of what we were seeing, Charlie cautioned he was being careful to promote the film from other strengths than the alien designs. There was a real fear that any stress on the aliens would turn public perceptions to expect some sort of monster movie.

All that was more than two decades ago. The world we live in would have been science fiction to folks in 1976. And it's *Star Wars* that has become the yardstick against which SF movies are measured. ❖

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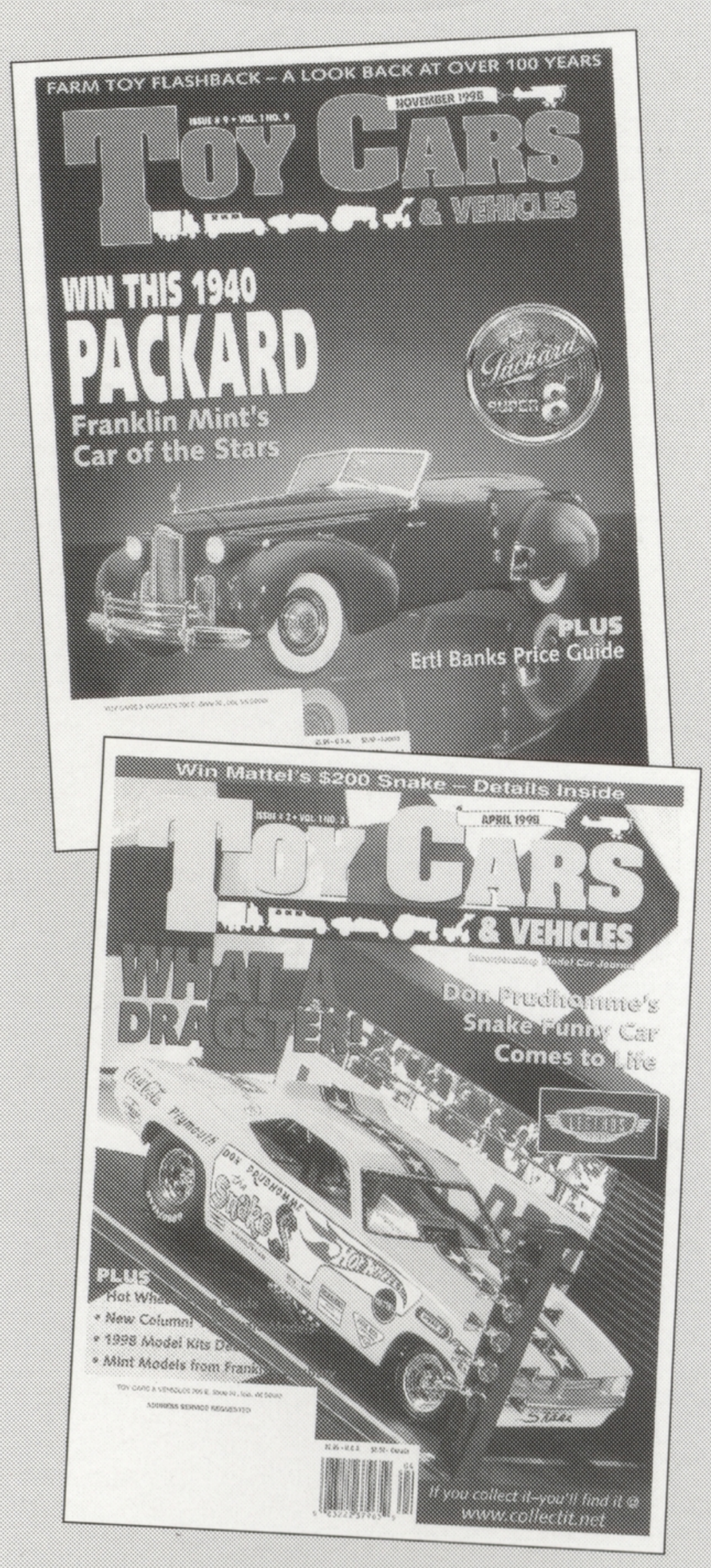

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